



Mahatma Gandhi University, Priyadarshini Hills
Kottayam

Bachelor's Degree Programme in Computer Applications and Science

Prepared By

Board of Studies in Computer Applications

And

Faculty of Science and Technology

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Acknowledgement

There are many profound personalities whose relentless support and guidance made this syllabus restructuring 2017 a success. I take this opportunity to express my sincere appreciation to all those who were part of this endeavor for restructuring of the syllabus and curriculum of Under Graduate Programme in Computer Applications and Science under Mahatma Gandhi University, Kottayam.

I express profound gratitude to the Honorable Vice-Chancellor, Pro-Vice chancellor, Registrar, Members of the syndicate and Academic Council for their leadership and guidance for completion of this work. I place on record my whole hearted gratitude to the members of Faculty of Science and Technology and Board of Studies (UG) in computer Applications for their untiring efforts. I also appreciate the efforts of members of University Academic section and other staff.

I am also grateful to all faculty members of various colleges who participated in the workshops organized by the University for restructuring the syllabus and curriculum. I also place on record my gratitude to all professionals, academicians and other stakeholders who gave valuable suggestions in this regard.

Dean, Faculty of Science and Technology,
Mahatma Gandhi University,
Kottayam.

1. Introduction

Mahatma Gandhi University introduced choice based credit and semester and grading system in colleges affiliated to University from the academic year 2009-2010 under direct grading system. Regulations for undergraduate programmes under choice based course-credit-semester system and grading was introduced in the university from the academic year 2013-2014 onwards under indirect grading system. The university Grants Commission, in order to facilitate student mobility across institutions within and across countries and also to enable potential employers to assess the performance of students, insisted to introduce uniform grading system in universities. The academic council of M G University resolved to introduce the UGC guidelines for choice based credit semester system from the academic year 2016-17 onwards . Meanwhile the Hon'ble Supreme Court of India has issued orders to include core courses on Environmental Studies and Human Rights in the Syllabi and curricula of all U G programmes of all Universities all over India. In continuation to this the U.G.C has issued circular regarding the implementation of the above said changes by accepting the direction of the Honorable Supreme Court as a national policy. Hence, the syndicate of M G University has decided to modify the syllabi and curricula of all UG programmes in accordance with the directions of the Honourable Supreme Court and U.G.C. Further, the syndicate has decided to implement the new regulations and syllabi with effect from the academic year 2017-18. In view of this, the Board of Studies of Computer Applications and the Faculty of Science and Technology has prepared the following syllabus for U G programmes in Computer applications and Science.

2. Scope

The revised syllabus for Computer Application and Science provides a strong foundation to pursue post graduation programme in computer science / applications. The knowledge acquired by the students may also equip them to meet the industrial need, and get placed.

3. Programme Objective

The Programme in Computer Application and Science is designed with the following specific objectives.

- (a) To attract young minds to the potentially rich & employable field of computer applications.

(b) To be a foundation graduate programme which will act as a feeder course for higher studies in the area of Computer Science/Applications.

(c) To develop skills in software development so as to enable the graduates to take up self-employment in Indian & global software market.

(d) To Train & Equip the students to meet the requirement of the Industrial standards.

4. Course Design

The UG programme in Computer Applications and Science includes Common courses, Core courses, Complementary courses, Open courses, Seminar, Project and viva voce. No course shall carry more than four credits. The student shall select any one open course in semester V offered by various departments of the College.

5. Duration of Course

The programme shall normally extend over a period of three academic years consisting of six semesters.

Consolidated Scheme – I to VI Semesters of BCA

Sem	Title with Course Code	Course Category	Hours per week	Credit	Marks		
					Intl	Extl	Total
I	English-I	Common	5	4	20	80	100
	Mathematics	Complementary	4	4	20	80	100
	Basic Statistics	Complementary	4	4	20	80	100
	CA1CRT01 -Computer Fundamentals and Digital Principles	Core	4	4	20	80	100
	CA1CRT02-Methodology of Programming and C Language	Core	4	3	20	80	100
	CA1CRP01-Software Lab I (Core)	Core	4	2	20	80	100
II	English-II	Common	5	4	20	80	100
	Discrete Mathematics	Complementary	4	4	20	80	100
	CA2CRT03 -Data Base Management Systems	Core	4	3	20	80	100
	CA2CRT04-Computer Organization and Architecture	Core	4	4	20	80	100
	CA2CRT05-Object oriented programming using C++	Core	3	4	20	80	100
	CA2CRP02-Software Lab- II	Core	5	2	20	80	100
III	Advanced Statistical Methods	Complementary	4	4	20	80	100
	CA3CRT06-Computer Graphics	Core	4	4	20	80	100
	CA3CRT07-Microprocessor and PC Hardware	Core	3	4	20	80	100
	CA3CRT08-Operating Systems	Core	4	4	20	80	100
	CA3CRT09-Data Structure using C++	Core	4	3	20	80	100
	CA3CRP03-Software Lab III	Core	6	2	20	80	100
IV	Operational Research	Complementary	4	4	20	80	100
	CA4CRT10-Design and Analysis of Algorithms	Core	4	4	20	80	100
	CA4CRT11- System Analysis & Software Engineering	Core	4	4	20	80	100
	CA4CRT12-Linux Administration	Core	4	4	20	80	100
	CA4CRT13-Web Programming using PHP	Core	3	3	20	80	100
	CA4CRP04-Software Lab IV	Core	6	2	20	80	100

V	CA5CRT14-Computer Networks	Core	3	4	20	80	100
	CA5CRT15-IT and Environment	Core	4	4	20	80	100
	CA5CRT16-Java Programming using Linux	Core	3	3	20	80	100
	CA5OPT-- Open Course	Core	4	3	20	80	100
	CA5CRP05 -Software Lab V	Core	5	2	20	80	100
	CA5CRP06-Software Development Lab I (Mini Project in PHP)	Core	6	2	20	80	100
VI	CA6CRT17 -Cloud Computing	Core	4	4	20	80	100
	CA6CRT18 -Mobile Application development- Android	Core	4	4	20	80	100
	CA6PET-- -Elective	Core	4	4	20	80	100
	CA6CRP07 –Software Lab VI & Seminar	Core	6	2	100	-	100
	CA6CRP08 -Software Development Lab II (Main Project)	Core	7	3	20	80	100
	CA6VVT01-Viva Voce	Core		1	-	100	100

Open Course(OP): CA5OPT01 : Informatics and Cyber Ethics, CA5OPT02 : Computer Fundamentals, Internet & MS Office.

Electives (PE): CA6PET01: Data Mining, CA6PET02: Digital Image Processing, CA6PET03: Soft Computing Techniques.

Consolidated Scheme for I to VI Semesters – B.Sc. Computer Science

Sem	Course Code & Title	Course Category	Hours per Week		Credits	Marks		
			Theory	Lab		Internal	External	Total
I	English-I	Common	5		4	20	80	100
	Mathematics-I	Complementary	4		4	20	80	100
	CS1CRT01 Computer Fundamentals and Basics of PC Hardware	Complementary	4		4	20	80	100
	CS1CRT02 Methodology of Programming and C Language	Core	4		3	20	80	100
	CS1CMT01 Fundamentals of Digital Systems	Complementary	4		4	20	80	100
	CS1CRP01 Software Lab-I	Core		4	2	20	80	100
II	English-II	Common	5		4	20	80	100
	Mathematics-II	Complementary	4		4	20	80	100
	CS2CRT03 Data Communication	Complementary	4		3	20	80	100
	CS2CRT04 Computer Organization and Architecture	Core	4		4	20	80	100
	CS2CRT05 Object Oriented Programming using C++	Core	4		3	20	80	100
	CS2CCP02 Software Lab-II	Core		4	2	20	80	100
III	Probability and Statistics	Complementary	4		4	20	80	100
	CS3CRT06 Database Management Systems	Core	4		4	20	80	100
	CS3CRT07 System Analysis and Design	Core	4		4	20	80	100
	CS3CRT08 Networking Fundamentals	Complementary	4		4	20	80	100
	CS3CRT09 Data Structure using C++	Core	4		3	20	80	100
	CS3CRP03 Software Lab-III	Core		5	2	20	80	100
IV	CS4CRT10 LINUX Administration	Core	4		4	20	80	100
	CS4CRT11 Microprocessor and Assembly Language Programming	Complementary	4		4	20	80	100
	CS4CRT12 Computer Aided Optimization Techniques	Core	4		4	20	80	100
	CS4CRT13 Web Programming Techniques	Core	4		4	20	80	100

	CS4CRP04 Assembly Language Programming Lab	Complementary		5	2	20	80	100
	CS4CRP05 Software Lab IV	Core		4	2	20	80	100
V	CS5CRT14 System Software and Operating System	Core	4		4	20	80	100
	CS5CRT15 IT and Environment	Core	4		4	20	80	100
	CS5CRT16 Java Programming using Linux	Core	4		3	20	80	100
	CS5CRT17 Computer Security	Core	4		3	20	80	100
	CS5OPT Open Course	Core	4		4	20	80	100
	CS5PRP06 Software Development Lab I (Mini Project)	Core		5	2	20	80	100
VI	CS6CRT18 Computer Graphics	Core	5		4	20	80	100
	CS6CRT19 Big Data :Analytics	Core	5		4	20	80	100
	CS6PET Programme Elective	Core	5		4	20	80	100
	CS6SMP07 Seminar	Core		3	2	100	0	100
	CS6PRP08 Software Development Lab II (Main Project)	Core		7	3	20	80	100
	CS6VVP Viva Voce	Core		0	1	0	100	100
Grand Total			113	37	120	780	2820	3600

Open Course(OP): CA5OPT01 : Informatics and Cyber Ethics, CA5OPT02 : Computer Fundamentals, Internet & MS Office.

SYLLABUS- BCA- SEMESTER I

CA1CRT01 : Computer Fundamentals and Digital Principles (Core)

Theory:4 hrs. per week

Credits:4

Unit-1: (12 hrs.)

Introduction: Functional units of a computer system, Different types of computers, Computer Software and Hardware, Types of software-System software and Application programme. Characteristic of computers. Input Devices – Keyboard, Mouse, Optical input devices, Output devices – Monitors and Printers.

Unit-2: (10 hrs.)

Introduction to Operating Systems and Networking: Definition of an Operating System - Different types of PC Operating Systems. Computer Networks- categories of networks - LAN, WAN,MAN. The Internet - Working of Internet - Major Features of Internet.

Unit 3: (12 hrs.)

Number Systems: Base or radix ,Positional number system, Popular number systems(Decimal, Binary, Octal and Hexadecimal), Conversion-From one number system to another, Concept of binary addition and subtraction, Complements in binary number systems,1^s Complement, 2^s Complement and their applications, Signed magnitude form, BCD numbers- concept and addition.

Unit 4: (20 hrs.)

Boolean Algebra and Gate Networks: Logic gates- AND, OR, NOT, NAND and NOR Truth tables and graphical representation, Basic laws of Boolean Algebra, Simplification of Expressions, De Morgans theorems, Dual expressions, Canonical expressions, Min terms and Max terms, SOP and POS expressions, Simplification of expression using K-MAP (up to 4 variables), Representation of simplified expressions using NAND/NOR Gates, Don't care conditions, XOR and its applications, parity generator and checker.

Unit5: (18 hrs.)

Sequential and Combinational Logic. Flip flops- Latch, Clocked, RS, JK, T, D and Master slave , Adders- Half adder, Full adder(need and circuit diagram), Encoders, Decodes, Multiplexers and Demultiplexers(working of each with diagram), Analog to digital and digital to analog converters(Diagram and working principle), : Concept of Registers, Shift Registers

Books of study :

1. Peter Nortons- Introduction to Computers, Sixth Edition, Published by Tata McGraw Hill
2. P K Sinha & Priti Sinha - Computer Fundamentals , Fourth Edition, BPB Publications.
3. M Morris Mano-Digital Logic and Computer design, Fourth Edition, Prentice Hall.

References Text:

1. Thomas C Bartee- Digital computer Fundamentals, Sixth Edition, TATA McGraw Hill Edition
2. Thomas L Floyd- Digital Fundamentals, Ninth edition, PEARSON Prentice Hall.
3. Malvino & Leach- Digital Principles and Applications, Sixth Edition, Tata McGraw Hill, 2006

CA1CRT02 -Methodology Of Programming And C Language (Core)

Theory:4 hrs. per week

Credits:3

UNIT 1 (12 hrs.)

Introduction to programming, Classification of computer languages, Language translators (Assembler, Compiler, Interpreter), Linker, Characteristics of a good programming language, Factors for selecting a language, Subprogram, Purpose of program planning, Algorithm, Flowchart, Pseudocode, Control structures (sequence, selection, Iteration), Testing and debugging

UNIT 2(12 hrs.)

C Character Set, Delimiters, Types of Tokens, C Keywords, Identifiers, Constants, Variables, Rules for defining variables, Data types, C data types, Declaring and initialization of variables, Type modifiers, Type conversion, Operators and Expressions- Properties of operators, Priority of operators, Comma and conditional operator, Arithmetic operators, Relational operators, Assignment operators and expressions, Logical Operators, Bitwise operators.

UNIT 3 (15 hrs.)

Input and Output in C – Formatted functions, unformatted functions, commonly used library functions, Decision Statements If, if-else, nested if-else, if-else-if ladder, break, continue, goto, switch, nested switch, switch case and nested if. Loop control- for loops, nested for loops, while loops, do while loop.

UNIT 4(15 hrs.)

Array, initialization, array terminology, characteristics of an array, one dimensional array and operations, two dimensional arrays and operations. Strings and standard functions, Pointers, Features of Pointer, Pointer and address, Pointer declaration, void wild constant pointers, Arithmetic operations with pointers, pointer and arrays, pointers and two dimensional arrays.

UNIT 5(18 hrs.)

Basics of a function, function definition, return statement, Types of functions, call by value and reference. Recursion -Types of recursion, Rules for recursive function, direct and indirect recursion, recursion vs iterations, Advantages and disadvantages of recursion. Storage class, Structure and union, Features of structures, Declaration and initialization of structures, array of structures, Pointer to structure, structure and functions, typedef , bitfields , enumerated data types, Union, Dynamic memory allocation, memory models, memory allocation functions.

Book Of Study:

1. Ashok Kamthane - Programming in C, Third Edition, Pearson Education
2. P K Sinha & Priti Sinha - Computer Fundamentals , Fourth Edition, BPB Publications.

Reference Text

1. E. Balaguruswamy -Programming in ANSI C ,Seventh Edition , McGraw Hill Education
2. Byron Gotfried - Programming with C, Second Edition, Schaums Outline series. McGraw Hill

CA1CRP01-Software Lab I (Core)

Software Lab: 4 hrs. per week

Credits:2

Syllabus

1. Programs to familiarize printf() and scanf() functions.
2. Programs Based on Decision statements , break, goto, continue, switch and Loop controls statements.
3. Programs Based on One dimensional and two dimensional arrays.
4. Programs on Strings and string handling functions.
5. Programs based on Pointers, operations on pointers, Arrays & Pointers,
6. Programs based on functions, Call by value, Call by reference, Recursion,
7. Programs based on structure and union, array of structures, Pointer to structure, structure and functions
8. Simple programs using pointers and malloc().

Scheme of Evaluation for software lab I external is as follows:

Division of Marks (Practical - 3 hours External)

First program from part 1& 2	- 25 marks
1.Flowchart	- 5 marks
2.Logic	- 10 marks
3.Successful compilation	- 5 marks
4.Result	- 5 marks
Second program should be based on advanced concepts ,part 3 to part 8	- 35 marks
1.Logic	- 20 marks
2.Successful compilation	- 10 marks
3. Result	- 5 marks)
Viva Voce	- 10 marks
Lab Record (minimum of 25 Programs)	- 10 marks
Total Marks	- 80 marks

BCA- SEMESTER II

CA2CRT03- Database Management Systems (Core)

Theory:4 hrs. per week

Credits:3

Unit 1: Introduction (12 hrs.)

Characteristics of the Database Approach – Database users :DBA , Database Designers ,End users – Advantages of using the DBMS Approach – Data models, Schemas , and Instances – Three-Schema Architecture and Data Independence.

DBMS Languages: DDL, DML – The Database System Environment: DBMS Component Modules.

Unit 2: Relational Model (16 hrs.)

Entity Relationship Modeling: Introduction –Entity Types , Entity Sets , Attributes and Keys – Relationship Types ,Relationship Sets, Roles , and Structural Constraints – Weak Entity Types – Notation for ER diagrams – Sample ER diagrams.

Relational Model concepts: Domains ,Attributes , Tuples , and Relations – Characteristics of Relations – Relational Model Constraints and Relational Database Schemas : Domain Constraints, Key Constraints , Relational Database Schemas , Entity Integrity , Referential Integrity, and Foreign Keys .

Unit 3: SQL(14 hrs.)

Data Types – Data Definition commands : CREATE , ALTER ,DROP - Adding constraints in SQL –

Basic SQL Queries : INSERT ,SELECT ,DELETE ,UPDATE - Substring comparison using LIKE operator ,BETWEEN operator – Ordering of rows – SQL set operations UNION , EXCEPT , INTERSECT – Complex Queries : Comparison involving NULL and Three-valued logic ,Nested queries , EXISTS and UNIQUE functions, Renaming of attributes and Joining of tables, Aggregate functions ,Grouping – Managing Views.

Unit 4: Normalization and Indexing Structures for Files(15 hrs.)

Normalization: Informal Design Guidelines for Relational Schemas –Functional Dependencies – Normal forms : First Normal Form , Second Normal Form , Third Normal Form – General Definitions of Second and Third Normal Forms –BCNF.

Indexing Structures for files: -Types of Single-Level Ordered Indexes: Primary Indexes, Clustering Indexes, and Secondary Indexes.

Unit 5: Transaction Processing and Database Security (15 hrs.)

Transaction Processing: Introduction to Transaction Processing - Transaction and System Concepts – Desirable properties of Transactions.

Database Security and Authorization: Types of Security – Control measures – Database Security and DBA – Access Control , User Accounts, and Database Audits –Access Control based on Granting and Revoking Privileges.

Books of study:

1.Ramez Elmasri and Shamkant B.Bavathe - DATABASE SYSTEMS , Sixth Edition, Pearson Education.

References:

1. C.J Date- An Introduction to Database Systems, Eighth edition, Pearson Education,2003
2. Reghu Ramakrishnan and Johannes Gehrke- Database Management Systems , Third edition, Mc Graw Hill International Edition.
3. Dipin Desai , An Introduction to Database Systems , First Edition, Galgoria Publications .

CA2CRT04 : Computer Organization and Architecture (Core)

Theory:4 hrs. per week

Credits:3

Unit 1: (12 hrs.)

Basic computer organization and design

Operational concepts, Instruction codes, Computer Registers, Computer Instructions, Memory locations and addresses, Instruction cycle, Timing and control, Bus organization.

Unit 2: (15 hrs.)

Central Processing Unit:

General Register Organization, Stack Organization, Addressing modes, Instruction Classification, Program control.

Unit 3: (16 hrs.)

Memory Organization

Memory Hierarchy, Main Memory, Organization of RAM, SRAM, DRAM, Read Only Memory-ROM-PROM,EROM,EEPROM, Auxiliary memory, Cache memory, Virtual Memory, Memory mapping Techniques.

Unit 4: (15 hrs.)

Parallel Computer Structures:

Introduction to parallel processing, Pipeline computers, Multi processing systems, Architectural classification scheme-SISD, SIMD, MISD, MIMD.

Unit 5: (14 hrs.)

Pipelining and Vector processing: Introduction to pipelining, Instruction and Arithmetic pipelines (design) Vector processing, Array Processors.

Book of study :

1. M.Morris Mano-Computer Systems Architecture, Third Edition, Pearson Education
2. Kai Hwang and F A Briggs-Computer Architecture and parallel processing, McGraw Hills,1990

Reference

1. Carl Hamacher -Computer Organization, Fifth Edition, Tata McGraw Hill.
2. John P Hayes -Computer Architecture & Organization–Mc Graw Hill
3. William Stallings-Computer Organization and Architecture , Seventh Edition, Pearson Education

CA2CRT05- Object Oriented Programming using C++ (Core)

Theory:3 hrs. per week

Credits:4

Unit 1: (10 hrs.)

Principles of Object Oriented Programming, Beginning with C++

Procedure Oriented Programming-Object Oriented Programming-Basic concepts of object-oriented programming- Benefits of OOP- Applications of OOP-A simple C++program-Structure of C++ program-C++ data types- Symbolic constants- Reference by variables-Operators in C++- Operator precedence- Control structures- Function in C++ - The main function, Function prototyping- Call by reference- Return by reference- Inline function- Default arguments- Function overloading.

Unit 2: (10 hrs.)

Classes and Objects :Specifying a class- Defining member functions- Nesting of member functions - Private member functions - Arrays within a class - Memory allocation for objects-Static data members - Static member functions -Arrays of objects - objects as function arguments -Friendly functions- Returning Objects.

Unit 3: (12 hrs.)

Constructors and Destructors, Overloading

Constructors- Default constructor-Parameterized constructor-Copy constructor- Multiple constructors- Constructors with default arguments- Dynamic constructor-Destructors- Operator overloading- Unary and Binary operator overloading- Overloading using friends- Rules for overloading- Type conversion.

Unit 4: (10 hrs.)

Inheritance: Inheritance - Defining derived classes-Visibility modes-Single, Multilevel, Multiple, Hierarchical and Hybrid inheritance- Virtual base classes- Abstract classes- Constructors in derivedclasses- Nesting of classes.

Unit 5: (12 hrs.)

Pointers, Virtual Functions and Polymorphism, Working with Files :Pointers- Pointers to objects- this pointer-Pointers to derived classes- Virtual functions- Pure virtual functions- File Stream classes, Opening and closing a file- File opening modes- File pointers and their manipulations- Sequential input and output operations.

Book of Study:

1. E. Balagurusamy - Object Oriented Programming with C++, Fifth edition, Tata McGraw Education Hill , 2011.

Reference:

1. Ashok N. Kamthane, Object oriented Programming with ANSI & Turbo C++, First Edition, Pearson India
2. Robert Lafore, Object Oriented Programming in Turbo C++, First Edition, Galgotia Publications.
3. D Ravichandran, Programming with C++, Second edition, Tata McGraw- Hill.

CA2CRP02-Software Lab II (Core)

Software Lab: 5 hrs. per week

Credits:2

I. SQL Commands (2 hrs. per week)

1. Data definition commands - CREATE, ALTER, DROP, Adding Constraints Primary key, foreign key, unique key, check, not null.
2. Basic SQL queries INSERT, SELECT, DELETE, UPDATE, Using multiple tables, ordering of rows using ORDER BY option, Set operations using UNION, EXCEPT, INTERSECT, Substring Comparison using LIKE operator, BETWEEN operator.
3. Complex Queries Nested Queries, EXISTS and UNIQUE/DISTINCT functions, NULL values, Renaming of attributes and Joining of tables, Aggregate functions and grouping.
4. Managing views, Simple stored procedures.
5. Data Control commands - Access Control and Privilege commands.

II. Object Oriented Programming using C++ (3 hrs. per week)

1. Programs based on default arguments, function overloading.
2. Programs based on array of objects, friend functions, passing objects as arguments to function.

3. Programs based on operator overloading (binary, unary) using member functions and friend functions.
4. Programs based on constructors, different types of constructors.
5. Programs based on inheritance, different types of inheritance.

Scheme of Evaluation for software lab II external is as follows:

(There will be two questions; the first from DBMS and second from C++)

Division of Marks (Practical - 3 hours External)

First program - questions from DBMS **- 25 marks**

- | | |
|---------------------------|------------|
| 1. Logic | – 10 marks |
| 2. Successful compilation | – 8 marks |
| 3. Result | – 7 marks |

Second program – questions from Object Oriented Programming using C++ - **35 marks**

- | | |
|---------------------------|------------|
| 1. Logic | – 20 marks |
| 2. Successful compilation | – 10 marks |
| 3. Result | – 5 marks |

Viva Voce **- 10 marks**

Lab Record **- 10 marks**

(DBMS -Minimum of 10 Programs

C++ -Minimum: of 15 Programs)

Total Marks **- 80 marks**

BCA- SEMESTER III

CA3CRT06 - Computer Graphics (Core)

Theory:4 hrs. per week

Credits:4

Unit 1 : (12 hrs.)

Introduction: A survey of Computer Graphics, overview of graphics systems-Video display devices-Refresh CRT, Raster-Scan and Random-Scan Displays ,Color CRT Monitors, DVST, Flat-Panel Displays , Raster Scan systems, Random scan systems, Input devices, Hard copy devices, Graphics software.

Unit 2: (14 hrs.)

Output primitives: Line drawing algorithms: DDA algorithm, Bresenham's line algorithm, Circle generating algorithm- Midpoint circle algorithm, Character generation.

Unit 3: (18 hrs.)

2D geometric Transformations: Basic transformations: Translation, Rotation, Scaling; Other transformations-Reflection and shear, Matrix representation and homogenous coordinates, Composite transformation, Interactive picture construction Techniques.

Two-dimensional viewing: viewing pipeline, window and viewport, window to viewport transformation. Clipping operations- Point clipping, Line clipping:- Cohen Sutherland line clipping, Polygon clipping:- Sutherland- Hodgeman polygon clipping, Text Clipping.

Unit 4: (14 hrs.)

Three-dimensional concepts: Three dimensional display methods, Three dimensional object representations- Polygon surfaces, Sweep representations, Constructive solid geometry methods, octrees and quadtrees.

Unit 5 (14 Hrs)

Computer Animation: Design of animation sequences, raster animations, computer animation languages, key-frame systems, morphing, motion specifications.

Book of study :

1. Donald D.Hearn & M. Pauline Baker, Computer Graphics C Version, Second Edition,, PHI Pvt. Ltd.

References:

1. Newman W M & R F Sproul, Principles of Interactive Computer Graphics, Second Edition McGraw Hill Publishers.
2. Plastock R & Xiang Z, Theory and problems of computer Graphics, Second Edition Schaum Series, McGraw Hill Publishers.

CA3CRT07 -Microprocessors and PC Hardware (Core)

Theory:3 hrs. per week

Credits:3

Unit1: (10 hrs.)

Introduction : Evolution of microprocessors. **Introduction to the concept of 8085microprocessor:** Intel 8085 introduction, Architecture ,Pin diagram, Instruction cycle, Timing diagrams, Interrupts of Intel 8085.

Unit 2 : (10 hrs.)

Instruction Set of Intel 8085 : Introduction, Instruction and data format, Addressing modes, Status flags, Intel 8085 instruction set.

Unit3: (12 hrs.)

Motherboard : Components of motherboard — expansion slots, Processor socket, coprocessor, memory modules, BIOS and CMOS, chipset. Super I/O chip, ROM BIOS, System buses- Processor Buses, Memory buses, I/O Bus(ISA,PCI Local Bus, AGP, USB), Motherboard selection criteria.

Unit4: (10 hrs.)

Hard disk: Hard Disk drive, Definitions, Hard Disk operations, Disk formatting, Basic hard disk drive components, Hard disk features, Hard disk drive installation procedure, FAT Disk, VFAT, FAT 32, NTFS.

Unit5: (12 hrs.)

Types of memory: Physical Memory, Memory modules:- SIMMs, DIMMs, RIMMs, Brief study of conventional base memory, Upper memory area, High memory area, Extended memory, Expanded memory.

Book of study :

1. B Ram -Fundamentals of microprocessors and microcontrollers, Seventh revised edition, Dhanpat Rai Publications.
2. Manahar Lotia and Pradeep Nair- All about motherboard, First edition, 2005, BPB Publications..
3. Manahar Lotia and Pradeep Nair- Modern all about Hard Disk Drive , First edition, BPB publications.

References:

1. Scott Mueller - Upgrading and repairing PCs , 18th Edition, Pearson.
2. R S. Gaonkar- Micro processor Architecture, Programming and applications with 8085, Sixth Edition, PENRAM International Publishing.

CA3CRT08 - Operating Systems (Core)

Theory:4 hrs. per week

Credits:4

Unit 1: (10 hrs.)

Introduction: OS Definition, Functions, Evolution of OS, OS Structure Operating System Operations, Operating System Services, User Operating System Interface, System Calls, Types of System Calls.

Unit 2: (14 hrs.)

Process: Basic Concepts, Process Scheduling, Operations on Processes, Inter process communication, Process Scheduling - Scheduling Criteria, Scheduling Algorithms, Multiple Processor Scheduling.

Unit 3: (18 hrs.)

Process Coordination: Synchronization - The Critical Section problem, Semaphores, Classic Problems of Synchronization, Monitors. Deadlocks: System Model, Deadlock Characterization, Methods of handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, Recovery from Deadlock.

Unit 4: (16 hrs.)

Memory Management: Memory Management Strategies - Swapping, Contiguous memory allocation, Paging, Segmentation. Virtual Memory Management- Demand paging, Page Replacement.

Unit 5: (14 hrs.)

Storage Management: File System: - File Concept, Access Methods, Directory structure. Implementing File Systems:-File System Structure, Allocation Methods, Free Space Management, Disk Scheduling.

Book of study:

1. Abraham Silberschatz, Peter Galvin and Greg Gagne - Operating System Principles, Seventh Edition, John Wiley
2. William Stallings - Operating Systems, Sixth Edition, Prentice Hall of India, Pearson

Reference:

1. Milan Kovic - Operating Systems, 2nd Edition, (TMH)

CA3CRT09 - Data Structures using C++

Theory:4 hrs. per week

Credits:3

Unit 1 (12 hrs.)

Concept of Structured data - Data structure definition, Different types and classification of data structures, Arrays – Memory allocation and implementation of arrays in memory, array operations, Applications - sparse matrix representation and operations, polynomials representation and addition, Concept of search and sort – linear search, binary search, selection sort, insertion sort, quick sort.

Unit 2 (12 hrs.)

Stacks – Concepts, organization and operations on stacks using arrays (static), examples, Applications - Conversion of infix to postfix and infix to prefix, postfix evaluation, subprogram calls and execution, Multiple stacks representation.

Queues - Concepts, organization and operations on queues, examples.

Circular queue – limitations of linear queue, organization and operations on circular queue. Double ended queue, Priority queue.

Unit 3 (18 hrs.)

Linked list: Concept of dynamic data structures, linked list, types of linked list, linked list using pointers, insertion and deletion examples, circular linked list, doubly linked lists

Applications- linked stacks and queues, memory management basic concepts, garbage collection.

Unit 4 (15)

Trees - Concept of recursion, trees, tree terminology, binary trees, representation of binary trees, strictly binary trees, complete binary tree, extended binary trees, creation and operations on binary tree, binary search trees, Creation of binary search tree, tree traversing methods – examples, binary tree representation of expressions.

Unit 5 (15)

File - Definition, Operations on file (sequential), File organizations - sequential, Indexed sequential, random files, linked organization, inverted files, cellular partitioning, hashing – hash tables, hashing functions, collisions, collision resolving methods.

Books of study :

1. G.S Baluja - Data Structures Through C++ (A Practical Approach), Second Edition-2004, Danapat Rai & Co.
2. Ellis Horowitz and Sartaj Sahni - Fundamentals of Data Structures in C++ , Second Edition, Galgotia Publications.

References:

1. Seymour Lipschutz, Theory and Problems of Data Structures, Schaums Outline Series,2006, McGraw Hill
2. Yedidyah Lannsam, Moshe Augustein, Aaron M Tenenbaum- Data structures using C and C++ , Second Edition, Prentice Hall

CA3CRP03-Software Lab III (Core)

Software Lab: 6 hrs. per week

Credits:2

Syllabus

Module I

Array – Insertion , Deletion, Polynomial addition using arrays

Sort – Selection, Insertion, Quick

Search – Linear search, Binary search

Sparse matrix – Sparse form representation, transpose and addition using the sparse form

Module II

Stack - Implementation using arrays (linear stack), Infix to postfix conversion, Postfix evaluation

Queue – Implementation using arrays (linear queue), Implementation of circular queue

Module III

Singly linked list – Implementation using dynamic memory allocation techniques, arrange the list based on the ascending or descending order of the information field, concatenate two linked lists, interchange any two nodes in a list, Implementation of circular list, Implementation of linked stacks and queues.

Doubly linked list – Implementation of doubly linked list, Implementation of circular doubly linked list.

Module IV

Creation of binary search trees, Insertion and deletion of nodes, Tree traversals.

Scheme of Evaluation for software lab III external is as follows:

(There will be two questions)

Division of Marks (Practical - 3 hours External)

First program - questions from module 1 & II	- 25 marks
1. Logic	– 10 marks
2.Successful compilation	– 8 marks
3. Result	– 7 marks
Second program – questions from module III & IV	- 35 marks
1. Logic	– 20 marks
2.Successful compilation	–10 marks
3. Result	– 5 marks
Viva Voce	- 10 marks
Lab Record	- 10 marks
(Minimum of 25 Programs)	
Total Marks	- 80 marks

BCA - SEMESTER IV

CA4CRT10 - Design and Analysis of Algorithms (Core)

Theory:4 hrs. per week

Credits:4

Unit 1: (12 hrs.)

Introduction, Definition of Algorithm, Algorithm design techniques, Algorithm Analysis, performance analysis - space complexity, time complexity, Best, Worst, And average case complexity.

Unit 2 (14 hrs.)

Divide and Conquer General method, Binary search, finding the maximum and minimum, merge sort, quick sort, performance measurement of quick sort, Selection, Strassen's matrix multiplication.

Unit 3 (18 hrs.)

Greedy Algorithm General Characteristics of greedy algorithms, Problem solving using Greedy Algorithm - Knapsack problem, Minimum Spanning trees (Kruskal's algorithm, Prim's algorithm).

Unit 4: (16 hrs.)

Dynamic programming The general method, multistage graphs, all-pairs shortest path, Single source shortest path, 0/1 Knapsack problem, Traveling Sales person problem.

Unit 5: (12 hrs)

Basic traversal and search techniques - BFS and traversal, DFS and traversal, Bi-connected components and DFS, Backtracking General method, 8-queens problem, Sum of subsets problem, Graph coloring, Hamiltonian cycles.

Book of study:

1. Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekharan, Computer algorithms/C++,Second Edition, Universities Press.

References:

1. Anany Levitin- Introduction to design and analysis of algorithms, Third Edition, Addison Wesley Low price edition.
2. Richard Neapolitan & Kumarss Naimipour, Foundation of Algorithms using C++ Pseudocode, Third edition, Jones And Bartlett Publishers.

CA4CRT11 - System Analysis & Software Engineering (Core)

Theory:4 hrs. per week

Credits:4

Unit 1: (12 hrs.)

Information systems concepts, Business information systems; Describing the business organization – organization chart , organization function list ; information system levels - operational, lower, middle, top management; SDLC Life cycle activities- life cycle flow chart, task, management review, baseline specifications, role of system analyst.

Unit 2: (14 hrs.)

Introduction to Software Engineering - Definition, Program Vs Software, and Software process, Software Characteristics, Brief introduction about product and process, Software process and product matrices. Software life cycle models , Definition, Waterfall model, Increment process models- Iterative , RAD , Evolutionary process models-Prototyping ,Spiral. Selection of a life cycle model.

Unit 3: (18 hrs.)

Software Requirement Analysis and Specification Requirements Engineering type of requirements, Feasibility Studies, Requirement Elicitation – Use Case, DFD, Data Dictionaries , Various steps for requirement analysis, Requirement documentation, Requirement validation, an example to illustrate the various stages in Requirement analysis. Project planning-Size estimation, cost estimation, the constructive cost model (COCOMO).

Unit 4: (14 hrs.)

Software Design - Definition, Various types, Objectives and importance of Design phase, Modularity, Strategy of design, Function oriented design, IEEE recommended practice for software design descriptions. Steps to Analyze and Design Objected Oriented System. Software Reliability Definition, McCall software quality model, Capability Maturity Model.

Unit 5: (14 hrs.)

Software Testing : What is testing?, Test, Test case and Test Suit, Verification and Validation, Alpha, beta and acceptance testing, functional testing, techniques to design test cases, boundary value analysis, Equivalence class testing, decision table based testing, cause effect graphing technique, Structural testing path testing, Graph matrices, Data flow testing; Levels of testing Unit testing, integration testing, system testing, validation testing,

Book of Study:

1. Marvin Gore & John Stubbe -Elements Of System Analysis, Fourth Edition, Galgotia Book Source.
2. K K Aggarwal, Yogesh Singh - Software Engineering,Third Edition, New Age International Publications.

References :

1. Roger S Pressman - Software Engineering: A Practitioner's Approach, Sixth Edition, McGraw-Hill Higher Education.
2. Ian Sommerville - Software Engineering , Seventh Edition, Pearson Education.
3. Pankaj Jalote - An Integrated approach to Software Engineering, Second Edition, Narosa Publishing Company.

CA4CRT12 - Linux Administration (Core)

Theory:4 hrs. per week

Credits:4

Unit-1 (12 hrs.)

Overview of Linux : What is Linux, Linux's root in Unix, Common Linux Features, advantage of Linux, Overview of Unix and Linux architectures, Linux files system, hardware requirements for Linux, Linux standard directories. Commands for files and directories cd, ls, cp, rm, mkdir, rmdir, pwd, file, more, less, Creating and viewing files using cat, file comparisons.

Unit 2 (15 hrs.)

Essential Linux commands: Processes in Linux, process fundamentals, connecting processes with pipes, redirecting input/output, Background processing, managing multiple processes, process scheduling – (at, batch), nohup command, kill, ps, who, find, sort, touch, file, file processing commands - wc, cut, paste etc Mathematical commands - expr, factor etc. Creating and editing files with vi editor.

Unit 3 (15 hrs.)

Shell programming - Basics of shell programming, various types of shell available in Linux, comparisons between various shells, shell programming in bash.Conditional and looping statements, case

statement, parameter passing and arguments, Shell variables, system shell variables, shell keywords, Creating Shell programs for automating system tasks

Unit-4 (18 hrs.)

System administration - Common administrative tasks, identifying administrative files configuration and log files, Role of system administrator, Managing user accounts-adding & deleting users, changing permissions and ownerships, Creating and managing groups, modifying group attributes, Temporary disabling of users accounts, creating and mounting file system, checking and monitoring system performance - file security & Permissions, becoming super user using su. Getting system information with uname, host name, disk partitions & sizes, users, kernel, installing and removing packages with rpm command.

Unit-5: (12 hrs.)

Simple filter commands: pr, head, tail, cut, sort, uniq, tr - Filter using regular expression grep, egrep, sed **Understanding various Servers :**DHCP, DNS, Squid, Apache, Telnet, FTP,Samba.

Book of study :

1. Cristopher Negus - Red Hat Linux Bible, Wiley Dreamtech India 2005 edition.
2. Yeswant Kanethkar - UNIX Shell Programming, First edition, BPB.

References :

1. Official Red Hat Linux Users guide by Redhat, Wiley Dreamtech India
2. Graham Glass & King Ables - UNIX for programmers and users, Third Edition, Pearson Education.
3. Neil Mathew & Richard Stones - Beginning Linux Programming, Fourth edition, Wiley Dreamtech India.

CA4CRT13 -Web Programming Using PHP

Theory:3 hrs. per week

Credits:3

Unit 1 (8 hrs.)

Introduction to web, WWW architecture, Fundamentals of HTML, text formatting tags, marquee, inserting images, links, lists, creating tables, frames, working with form elements.

Unit 2 (10 hrs.)

CSS introduction, <link> and <style> elements, CSS properties, Controlling Fonts, Text formatting, Text-pseudo classes, Selectors, Links, Backgrounds, lists

Introduction to Java Script, Java Script variables, operators, decision control statements, looping, functions, arrays, events, popup boxes-alert, prompt, conform box, built-in objects, writing JavaScript, form validation

Unit 3 (10 hrs.)

Introduction to PHP, server side scripting, role of web server software, php comments, variables, echo and print, PHP operators, data types, branching statements, loops, arrays

Unit 4 (12 hrs.)

PHP functions, PHP form, Passing information between pages, \$_GET, \$_POST, \$_REQUEST. String functions, include and require, session and cookie management, error handling in PHP, Object Oriented Programming using PHP

Unit 5 (14 hrs.)

Introduction to MySQL, datatypes, SQL commands-CREATE, UPDATE, INSERT, DELETE, SELECT, PHP functions for MySQL connectivity and operation- mysql_connect, mysql_select_db, mysql_query, mysql_fetch_row, mysql_fetch_array, mysql_result, mysql_list_fields, mysql_num_fields, insertion, updation and deletion of data using PHP, displaying data from MySQL in webpage.

Book of Study:

1. Dave W Mercer, Allan Kent, Steven D Nowicki, David Mercer, Dan Squier, Wankyu Choi - "Beginning PHP", Wiley Publishing, Inc
2. Ivan Bayross - "HTML, DHTML, JavaScript, Pearl & CGI ", Fourth Revised Edition, BPB Publication.
3. "Programming PHP",Rasmus Lerdorf and Kevin Tatore, Shroff Publishers & Distributors Pvt. Ltd
4. "Beginning PHP", Dave W Mercer, Allan Kent, Steven D Nowicki, David Mercer, Dan Squier, Wankyu Choi, Wiley Publishing, Inc

CA4CRP04 - Software Lab IV (Core)

Software Lab: 6 hrs. per week

Credits:2

I. Linux (2 hrs. per week)

Sl.No	Topic and Details
1	Getting started –Commands
2	The Linux Architecture and command usage – Commands, General-purpose utilities
3	The File system –Commands
4	Process related commands
5	Handling ordinary files, Basic file attributes
6	The vi editor
7	Simple Filters, Filters using regular expressions-use of grep command
8	Introduction to shell concept and writing shell script
9	Introduction to shell concept and writing shell script, Essential Shell Programming
10	User management, monitoring system performance, disk usage etc.

II. Web Programming using PHP (4 hrs. per week)

1. Creating programs based on HTML
2. Creating Java script based programs
3. Creating simple programs based on PHP
4. Programs using PHP functions
5. Programs based on MY SQL

Scheme of Evaluation for software lab IV external is as follows:

(There will be two questions; the first from LINUX and second from PHP)

Division of Marks (Practical - 3 hours External)

First program - questions from LINUX **- 25 marks**

1. Logic – 10 marks
2. Successful compilation – 8 marks
3. Result – 7 marks

Second program – questions from PHP **- 35 marks**

1. Logic – 15 marks
2. Successful compilation – 15 marks
3. Result – 5 marks

Viva Voce **- 10 marks**

Lab Record **- 10 marks**

(LINUX – Minimum of 10 Programs

PHP – Minimum of 15 Programs)

Total Marks - 80 marks

BCA - SEMESTER V

CA5CRT14 : Computer Networks (Core)

Theory:3 hrs. per week

Credits:4

Unit 1: (10 hrs.)

Introduction to Networks, Data and signals-analog and digital, periodic analog signals, digital signals, bit rate, baud rate, bandwidth. Transmission impairments- attenuation, distortion and noise.

Data communication protocols and standards, Network models - OSI model-layers and their functions. TCP/IP protocol suite.

Unit 2: (10 hrs.)

Bandwidth utilization Multiplexing: FDM, TDM, spread spectrum.

Transmission Media- guided media and unguided media.

Switching: message, Circuit and packet switched networks, datagram networks, virtual- circuit networks.

Unit 3: (12 hrs.)

Data link layer: Error Detection and Correction, Framing, flow and error control, Protocols - Noiseless channels (Simplest, Stop and Wait) and Noisy channels (Stop and Wait and Piggy Backing).

Multiple Access Protocols. Random Access-ALOHA, CSMA. Wired LANs-IEEE standards, wireless LANs-Bluetooth, Cellular Telephony

Unit 4: (12 hrs.)

Network layer and Transport layer: Repeaters, Bridges, Gateways and routers. Logical addressing – IPV4 and IPV6 addressing, Internet protocol - IPV4 and IPV6. Connectionless and Connection Oriented Services: UDP and TCP. Congestion Control, Quality of Service.

Unit 5: (10 hrs.)

Application layer: HTTP, FTP, SMTP, DNS. Network security: Common Threats- Firewalls (advantages and disadvantages), Cryptography.

Book of study:

1. B. A. Forouzan - Data communication and Networking, Fourth edition-,TMH
2. Andrew S Tanenbaum - Computer Networks ,Fourth Edition, Prentice Hall of India.

CA5CRT15 - IT & Environment (Core)

Theory:4 hrs. per week

Credits:4

Unit 1 : (18 hrs.)

Multidisciplinary nature of environmental studies : Definition, scope and importance, Need for public awareness. (2 hrs)

Natural Resources: Renewable and non-renewable resources: Natural resources and associated problems. a) **Forest resources**: Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forest and tribal people. b) **Water resources**: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems. c) **Mineral resources**: Use and exploitation, environmental effects of extracting and using mineral resources, case studies. d) **Food resources**: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies. e) **Energy resources**: Growing energy needs, renewable and non renewable energy sources, use of alternate energy sources, Case studies. f) **Land resources**: Land as a resource, land degradation, man induced landslides, soil erosion and desertification. Role of individual in conservation of natural resources. Equitable use of resources for sustainable life styles. (10hrs)

Ecosystems : Concept of an ecosystem, Structure and function of an ecosystem, Producers, consumers and decomposers, Energy flow in the ecosystem, Ecological succession, Food chains, food webs and ecological pyramids., Introduction, types, characteristic features, structure and function of the given ecosystem:- Forest ecosystem (6 hrs)

Unit 2: (26 hrs)

Biodiversity and its conservation: Introduction, Biogeographical classification of India, Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values., India as a mega-diversity nation, Hot-spots of biodiversity, Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts, Endangered and endemic species of India (8 hrs)

Environmental Pollution :Definition, Causes, effects and control measures of: - Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear hazards, Solid waste Management: Causes, effects and control measures of urban and industrial wastes., Role of an individual in prevention of pollution, Pollution case studies, Disaster management: floods, earthquake, cyclone and landslides. (8 hrs)

Social Issues and the Environment :Urban problems related to energy, Water conservation, rain water harvesting, watershed management, Resettlement and rehabilitation of people: its problems and concerns,

Case studies, Environmental ethics: Issues and possible solutions, Climate change, global warming, acid rain, ozone layer depletion , nuclear accidents and holocaust, Case studies, Consumerism and waste products, Environment Protection Act , Air (Prevention and Control of Pollution) Act, Water (Prevention and control of Pollution) Act, Wildlife Protection Act, Forest Conservation Act, Issues involved in enforcement of environmental legislation, Public awareness. (10hrs)

Unit 3: (10 hrs.)

Internet as a knowledge repository, academic search techniques, creating cyber presence. Academic websites, open access initiatives, opens access publishing models, Introduction to use of IT in teaching and learning -Educational software, Academic services–INFLIBNET, NPTEL, NICNET, BRNET . (10hrs)

Unit 4: (10 hrs.)

IT & Society- issues and concerns- digital divide, IT & development, the free software movement , IT industry: new opportunities and new threats, software piracy, cyber ethics, cyber crime, cyber threats, cyber security, privacy issues, cyber laws, cyber addictions, information overload, health issues- guide lines for proper usage of computers, internet and mobile phones. e-wastes and green computing, impact of IT on language & culture-localization issues- Unicode- IT and regional languages, Green Computing Concept. (10hrs)

Unit 5: (8 hrs.)

Human Rights– An Introduction to Human Rights, Meaning, concept and development, Three Generations of Human Rights (Civil and Political Rights; Economic, Social and Cultural Rights).

Human Rights and United Nations – contributions, main human rights related organs - UNESCO, UNICEF, WHO, ILO, Declarations for women and children, Universal Declaration of Human Rights. **Human Rights in India** – Fundamental rights and Indian Constitution, Rights for children and women, Scheduled Castes, Scheduled Tribes, Other Backward Castes and Minorities

Environment and Human Rights - Right to Clean Environment and Public Safety: Issues of Industrial Pollution, Prevention, Rehabilitation and Safety Aspect of New Technologies such as Chemical and Nuclear Technologies, Issues of Waste Disposal, Protection of Environment **Conservation of natural resources and human rights:** Reports, Case studies and policy formulation. Conservation issues of western ghats- mention Gadgil committee report, Kasthuriengan report. Over exploitation of ground water resources, marine fisheries, sand mining etc. (8 Hrs)

Internal: Field study

- Visit to a local area to document environmental grassland/ hill /mountain
- Visit a local polluted site – Urban/Rural/Industrial/Agricultural Study of common plants, insects, birds etc

- Study of simple ecosystem-pond, river, hill slopes, etc

(Field work Equal to 5 lecture hours)

References:

1. "Technology in Action" Alan Evans, Kendall Martin, Mary Anne Poatsy, Pearson
2. Bharucha Erach, Text Book of Environmental Studies for undergraduate Courses. University Press, IInd Edition 2013 (TB)
3. Clark.R.S., Marine Pollution, Clanderson Press Oxford (Ref)
4. Cunningham, W.P.Cooper, T.H.Gorhani, E & Hepworth, M.T.2001 Environmental Encyclopedia, Jaico Publ. House. Mumbai. 1196p .(Ref)
5. Dc A.K.Enviornmental Chemistry, Wiley Eastern Ltd.(Ref)
6. Down to Earth, Centre for Science and Environment (Ref)
7. Heywood, V.H & Watson, R.T. 1995. Global Biodiversity Assessment, Cambridge University Press 1140pb (Ref)
8. Jadhav.H & Bhosale.V.M. 1995. Environmental Protection and Laws. Himalaya Pub. House, Delhi 284p (Ref)
9. Mekinney, M.L & Schock.R.M. 1996 Environmental Science Systems & Solutions. Web enhanced edition 639p (Ref)
10. Miller T.G. Jr., Environmental Science, Wadsworth Publishing Co. (TB)
11. Odum.E.P 1971. Fundamentals of Ecology. W.B. Saunders Co. USA 574p (Ref)
12. Rao.M.N & Datta.A.K. 1987 Waste Water treatment Oxford & IBII Publication Co.Pvt.Ltd.345p (Ref)
13. Rajagopalan. R, Environmental Studies from crisis and cure, Oxford University Press, Published: 2016 (TB)
14. Sharma B.K., 2001. Environmental Chemistry. Geol Publ. House, Meerut (Ref)
15. Townsend C., Harper J, and Michael Begon, Essentials of Ecology, Blackwell Science (Ref)
16. Trivedi R.K., Handbook of Environmental Laws, Rules Guidelines, Compliances and Stadards, Vol I and II, Enviro Media (Ref)
17. Trivedi R. K. and P.K. Goel, Introduction to air pollution, Techno-Science Publication (Ref)

18. Wanger K.D., 1998 Environmental Management. W.B. Saunders Co. Philadelphia, USA 499p
(Ref)

19. M-Magazine, R-Reference TB- Text Book

CA5CRT16 – Java Programming using Linux (Core)

Theory:3 hrs. per week

Credits:3

UNIT 1 (10 hrs.)

Concepts of Object oriented programming, Benefits of OOP, Features of java. Java environment, java tokens, Constant, variables, data types, operators, Control Statements-branching statements, looping statements, jump statements, labeled loops.

UNIT 2 (10 hrs.)

Defining a Class, Fields declaration, Method declaration, Creating object, Accessing class members, method overloading, Constructors, constructor overloading, super keyword, static Members, Inheritance, overriding methods, dynamic method dispatch, final(variables, methods and classes), abstract methods and classes, interfaces, visibility control.

UNIT 3 (12 hrs.)

Arrays- One dimensional arrays, declaration, creation, initialization of arrays, two dimensional arrays, String class. Packages: - java API packages overview (lang, util, io, awt, swing, applet), user defined packages-creating packages, using packages

Exception Handling Techniques-try-catch-throw-throws-finally -Multithreading- creation of multithreaded program-Thread class-Runnable interface, Thread life cycle.

UNIT 4 (10 hrs.)

Event Handling-Delegation Event Model-Event Classes-Sources of Events-Event Listeners- Event classes- Swing- architecture, components of swing- JLabel, JButton, JCheckBox, JRadioButton, JList, JComboBox, JTextField, JText Area, JPanel, JFrame, Layout Managers(Flow Layout, Grid Layout, Card Layout, Border Layout, Box Layout, Null Layout).

UNIT 5 (10 hrs.)

Applet Fundamentals -applet tag, applet life cycle, passing parameters to applets. Working with graphics -Line, Rectangle, Oval, Arc, color setting. JDBC architecture- JDBC connection, JDBC statement object, JDBC drivers.

Book of study :

1. E. Balagurusamy- Programming with Java , Third Edition, McGraw Hill Companies.
2. K. Somasundaram - PROGRAMMING IN JAVA2, First Edition, Jaico Publishing House.

Reference:

1. Patrick Naughton - Java2 The Complete Reference, Seventh Edition:
2. Cay S Horstmann & Gary Cornell - Core Java Volume 1- Fundamentals, Eighth edition.
3. Java 6 Programming Black Book 2007 Edition, Dreamtech press.

CA5CRP05 : Software Lab V (core)

Software Lab: **5** hrs. per week

Credits: 2

Syllabus

Part I. Applet, JDBC connection and swing based Programs

Part II (using class and read inputs from keyboard)

Java Programs: Method Overloading- Method Overriding-inheritance-abstract class, interfaces- packages- Exception Handling-Multithreading

Scheme of Evaluation for software lab V external is as follows:

(There will be two questions; the first from Part I and second from Part II)

Division of Marks (Practical - 3 hours External)

First program - questions from Part I **- 25 marks**

1. Logic – 10 marks
2. Successful compilation – 8 marks
3. Result – 7 marks

Second program – questions from Part II **- 35 marks**

- | | |
|---------------------------|------------|
| 1. Logic | – 20 marks |
| 2. Successful compilation | – 10 marks |
| 3. Result | – 5 marks |

Viva Voce **- 10 marks**

Lab Record **- 10 marks**

(Minimum of 25 Programs)

Total Marks **- 80 marks**

CA5CRP06 : Software Development Lab I (core)

Software Development Lab: 6 hrs. per week

Credits: 2

Mini project can be a small complete application project, to make the student confident in designing a system based on Software engineering course. The internal and external evaluation is to be done with the project demonstration and presentation, viva and modification. It must be done in the college lab under the guidance of a faculty.

Scheme of Evaluation for Software Development Lab I external is as follows:

Division of Marks (Software Development Lab I)

Project demonstration and Presentation **- 25 marks**

Modification **- 15 marks**

Viva Voce **- 15 marks**

Project report with proper content and binding **- 25 marks**

Total Marks **- 80 marks**

OPEN COURSES

CA5OPT01 -Informatics and Cyber Ethics

Theory:4 hrs. per week, Credits:4

Unit I (12 hrs.)

The Internet, TCP/IP, IP Addressing, Client Server Communication, Intranet, WWW, Web Browser and Web Server, Hyperlinks, URLs, Electronic mail.

Unit II (16 hrs.)

Internet as a knowledge repository, academic search techniques, creating cyber presence. Academic websites, open access initiatives, opens access publishing models, Introduction to use of IT in teaching and learning -Educational software, Academic services–INFLIBNET, NPTEL, NICNET, BRNET.

Unit III (16 hrs.)

Introduction to purchase of technology, License, Guarantee, Warranty, Basic concepts of IPR, copyrights and patents, plagiarism. IT & development, the free software movement

Unit IV (14 hrs.)

Cyber space, information overload, cyber ethics, cyber addictions, cybercrimes– categories –person, property, Government–types-stalking, harassment, threats, security & privacy issues.

Unit V(14 hrs.)

Cyber Addiction, Information Overload, Health Issues, e-Waste and Green computing impact of IT on language & culture-localization issues- Unicode- IT and regional languages e-Governance in India, IT for National Integration, Role of IT.

Book of Study:

1. Alan Evans, Kendall Martin, Mary Anne Poatsy - “Technology in Action”, Pearson

References:

1. Dinesh Maidasani “Learning Computer Fundamentals, MS Office and Internet & Web Technology”, Firewall Media, Lakshmi Publications.
2. V Rajaraman - “Introduction to Information Technology”, Prentice- Hall of India.
3. Barkhs and U. Rama Mohan - HTML Black Book 3. “Cyber Law Crimes”, Asia Law House, New Edition
4. Peter Nortons- Introduction to Computers, Sixth Edition, Published by Tata McGraw Hill

CA5OPT02 - Computer Fundamentals, Internet & MS Office

Theory:4 hrs. per week

Credits:4

Unit I (12 hrs.)

Computer Fundamentals: History, Generations, Classifications, Operating Systems, Types of Networks

Unit II (12 hrs.)

The Internet, TCP/IP, IP Addressing, Client Server Communication, Intranet, WWW, Web Browser and Web Server, Hyperlinks, URLs, Electronic Email

Unit III (14 hrs.)

Word processing: Introduction, Microsoft Word, Basic Menus, Formatting the text & paragraph, Working with Index

Unit IV (18 hrs.)

Spread Sheet: Introduction, Microsoft Excel, Basic Menus, Formulas, Basic functions, Charts and Graphs.

Unit V (16 hrs.)

Microsoft PowerPoint: Introduction, Basic Menus, Template, Slide Basics, Charts, Adding Multimedia & Animation.

Book of Study:

1. Dinesh Maidasani, Firewall Media - "Learning Computer Fundamentals, MS Office and Internet & WebTechnology", , Lakshmi Publications.

References:

1. Harley Hahn - "Internet Complete Reference", , Second Edition, Tata McGraw Hill Education
2. Gary B. Shelly, Misty E. Vermaat - "Microsoft Office 2010: Advanced" , CENGAGE Learning 2010

CA6CRT17 - CLOUD COMPUTING (Core)

Theory:4 hrs. per week

Credits:4

Unit 1: (14 hrs.)

Introduction: Cloud Computing at a Glance, Historical Developments, Building Cloud Computing Environments, Computing Platforms and Technologies, Principles of Parallel and Distributed Computing: Eras of Computing, Parallel vs. Distributed Computing, Elements of Parallel Computing, Elements of Distributed Computing.

Unit 2: (14 hrs.)

Virtualization: Introduction, Virtualization and Cloud Computing, Pros and Cons of Virtualization, Technology Examples.

Unit 3: (14 hrs.)

Cloud Computing Architecture :Introduction, Cloud Reference Model, Types of Clouds, Economics of the Cloud, Open Challenges.

Unit 4: (16 hrs.)

Aneka: Cloud Application Platform: Framework Overview, Anatomy of the Aneka Container, Building Aneka Clouds, Cloud Programming and Management, Data Intensive Computing: Map-Reduce Programming - What is Data-Intensive Computing?, Technologies for Data-Intensive Computing, Aneka MapReduce Programming.

Unit 5: (16 hrs.)

Cloud Platforms in Industry: Amazon Web Services, Google AppEngine, Microsoft Azure, Cloud Applications: Scientific Applications, Business and Consumer Applications.

Book of Study:

1. Rajkumar Buyya, Christian Vecchiola, S ThamaraiSelvi- Mastering Cloud Computing, Tata McGraw Hill Publications.

References:

1. Kumar Saurabha, “Cloud Computing “ Wiley Publication Krutz ,Vines “Cloud Security”.
Wiley Publication.
2. A Srinivasan & J. Suresh “ Cloud Computing : A Practical Approach for learning and
Implementation “ , First edition ,Pearson

CA6CRT18 -Mobile Application Development – Android (Core)

Theory:4 hrs. per week

Credits:4

Unit 1 (10 hrs.)

Introduction to Android, Android Versions, Android Activity, Android Features and Architecture, Java JDK, Android SDK, Android Development Tools, Android Virtual Devices,

Emulators, Dalvik Virtual Machine, Layouts – Linear, Absolute, Frame, Relative and Table.

Unit 2 (16 hrs.)

Android User Interface- Fundamental UI design , User interface with View- Text View, Buttons, Image Button, Edit Text, Check Box, Toggle Button, Radio Button and Radio Group, Progress Bar, Autocomplete Text View, Spinner, List View, Grid View, Image View, Scroll View, Custom Toast Alert and Time and Date Picker.

Unit 3 (14 hrs.)

Activity - Introduction, Intent, Intent_filter, Activity Life Cycle, Broadcast Life Cycle, Services, multimedia-Android System Architecture, Play Audio and Video, Text to Speech.

Unit 4 (16 hrs.)

SQLite Database in Android- Introduction to SQLite Database, Creation and Connection of the

Database, Extracting values from Cursors, Transactions, Telephoning and Messaging-SMS Telephony, Sending SMS, Receiving SMS, Wi-Fi Activity.

Unit 5 (16 hrs.)

Introduction to JSON and XML, Use of JSON, Syntax and Rule of JSON, JSON Name, JSON Values, JSON Objects, JSON Arrays, Parsing JSON and XML.
Google Play services, Location services, Maps

Book of Study:

1. Prasanna Kumar Dixit - ANDROID, Vikas Publishing House.
2. Anubhav Pradhan, Anil Deshpande, Composing Mobile Apps using Android, Wiley India Pvt.Ltd,2014

References:

1. Kevin Grant and Chris Haseman, Beginning Android Programming – Develop and Design, Pearson.

Software Lab Work (Four hours per week)

Module II

Installation and configuration of Eclipse and Development Tools

Module III

Creating simple apps using Interface Tools

Module IV

Creating Android Apps using SQLite

Module V

Familiarizing with JSON and XML, Creation and distribution of Android Apps.

Elective papers (core)

CA6ELT01- DATA MINING (Core)

Theory:4 hrs. per week

Credits:4

Unit 1: (12 hrs.)

Introduction Data Mining, Data Ware House, Transactional Databases, Data Mining Functionalities Characterization and Discrimination, Mining frequent patterns, Association and correlation, Classification and Prediction, Cluster Analysis, Classification of Data Mining Systems, Data Mining Task Primitive, Integration of Data Mining systems, Major issues in Data Mining, Data integration and transformation, Data reduction, Data discretization.

Unit 2: (12 hrs.)

Data Warehouse and OLAP technology Data Warehouse, Multidimensional data Model, Data warehouse architecture, Data Warehouse implementation, OLAP, Data Warehouse and data mining.

Unit 3: (18 hrs.)

Association Rules and Classification Concepts Efficient and Scalable Frequent item set Mining methods, Mining various kind of association rules, from association mining to Co-relation analysis, Classification and prediction, Issues, Classification by Decision tree induction, Bayesian Classification, Rule-based classification, Support Vector Machines, Learning from your neighbors, Prediction.

Unit 4: (18 hrs.)

Cluster Analysis Definition, Types of data in cluster analysis, A categorization major Clustering methods- Partitioning methods, K-means and k-medoids, from k-medoids to CLARANS, Hierarchical methods, Density based methods.

Unit 5: (12 hrs.)

Mining Complex Data Spatial Data Mining, Multimedia Data Mining, Text Mining and Mining WWW.

Book of study:

1. Jiawei Han and Micheline Kamber - Data Mining - Concepts and Techniques, Second Edition, Elsevier, 2006

Reference:

1. Witten and Frank - Data Mining Practical Machine Learning Tools and Techniques, Second Edition, Elsevier, 2005
2. Soman, Divakar and Ajay, Data Mining Theory and Practice, PHI, 2006
3. Margaret H Dunham- Data Mining –Introductory and Advanced Topics, Fourth Edition, Person 2006

CA6ELT02 -Digital Image Processing

Theory:4 hrs. per week

Credits:4

Unit 1: (10 hrs.)

Digital Image Fundamentals

Image, Digital Image, Digital image processing-definitions, Examples of fields that use Digital Image Processing, Fundamental steps in Digital Image Processing, Components of Image processing system.

Unit 2 : (14 hrs.)

Elements of visual perception

Elements of visual perception- Image Formation, Brightness adaptation and Discrimination, Image sampling and quantization- basic concepts, spatial and Intensity resolution, Basic relationship among Pixels.

Unit 3: (16 hrs.)

Image Enhancement in Spatial and Frequency Domain

Intensity Transformation and spatial Filtering Basics, Intensity transformation functions- Image Negatives, Log Transformations, Power Law Transformations, Histogram Processing, Spatial filtering- correlation and convolution; Fourier transform and frequency domain.

Unit 4: (15 hrs.)

Morphological Image Processing

Introduction, basis of set theory, Dilation, Erosion, Structuring elements, Opening and Closing, Hit or miss transformation.

Unit 5: (17 hrs.)

Image Segmentation

Point, Line, Edge detection-detection of isolated points, Basic edge detection- Gradient operators; Pixel based approach-Basics of intensity thresholding, Basic global thresholding; Region based segmentation-region growing, region splitting and merging.

Book of Study:

1. Rafael C. Gonzalez, Richard E. Woods- Digital Image Processing, Third Edition, Pearson.

References:

1. Anil K Jain- Fundamentals of Digital Image Processing , Pearson Education.
2. Er. Rishabh Anand, Digital Image Processing, MEDTEC Publications.

CA6ELT03- Soft Computing Techniques

Theory:4 hrs. per week

Credits:4

Unit 1 (14 hrs.)

Soft Computing, Difference between soft computing and hard computing. **Neural Networks:** Basic concepts of Neural Networks, Human Brain, Artificial Neuron model, Activation functions, Neural network architecture, Single layer and multilayer feedforward networks, Recurrent networks, Neural network characteristics, Learning methods, Rosenblatt's perceptron, Perceptron and linearly separable tasks, XOR problem, Neural network applications.

Unit 4: (15 hrs.)

Back Propagation Networks: Architecture- perceptron model, solution, single layer artificial neural network, multilayer perception model, back propagation learning- input layer computation, hidden layer computation, output layer computation, calculation of error, Training of neural network, effect of learning rate coefficient, Back propagation algorithm.

Unit 3: (15 hrs.)

Fuzzy Set Theory: Fuzzy versus crisp, Crisp sets, Operations on crisp sets, Properties of crisp sets, Partition and covering, Fuzzy sets, Membership functions, Basic fuzzy set operations, Properties of fuzzy sets, Crisp relations, Operations on crisp relations, Fuzzy relations, Fuzzy cartesian product, Operations on fuzzy relations.

Unit 4 : (15 hrs.)

Fuzzy Systems: Crisp logic, Laws of propositional logic, Inference in propositional logic, Predicate logic, Interpretations of predicate logic formula, Inference in predicate logic, Fuzzy logic, Fuzzy propositions, Fuzzy connectives, Fuzzy quantifiers, Fuzzy inference, Fuzzy rule based system, Defuzzification methods, Applications.

Unit 5: (14 hrs.)

Genetic Algorithm: History, Basic concepts, Biological background, Creation of offsprings, Encoding, Fitness function, Reproduction, **Genetic Modeling:** Crossover, Inversion and deletion, Mutation, Bit-wise operators used in genetic algorithm, Generational cycle, Convergence of a genetic algorithm, Issues and benefits of GA, Application domains.

Book of study:

1. S. Rajasekaran and G.A VijayalakshmiPai- Neural Networks, Fuzzy Logic, and Genetic Algorithms Synthesis and Applications, Prentice-Hall of India Pvt.Ltd ,2004.

References:

1. S. N. Sivanandan and S. N. Deepa, Principles of Soft Computing, Wiley India 2nd Ed, 2011.
2. B K Tripathy, J. Anuradha, Soft computing Advances and Applications, Cengage Learning.
3. B Yegnanarayana, Prentice, Artificial Neural Network, Hall of India Pvt.Ltd ,2012.

CA6CRP07 : Seminar (core)

Seminar Presentation: 2 hrs. per week

Credits: 2

Each student can choose a latest topic of current day interest in the areas of Computer Science /Information Technology and present a seminar presentation using appropriate presentation media. A seminar presentation report in bound form in the pattern of a complete technical report (with contents page, well structured presentation, references etc.) should be submitted. There will not be any external evaluation for Seminar Presentation.

Scheme of Evaluation of Seminar Presentation (core) for INTERNAL is as follows:

Division of Marks

Seminar Presentation Internal (100 marks)

Presentation	- 40 marks
Discussion(Questions and Answers)	- 30 marks
Documentation	10 marks
Seminar report with proper Content and Binding	- 20 marks
Total Marks	-100 marks

CA6CRP08 : Software Development Lab II (Main Project) (Core)

Software development lab: 7 hrs. per week

Credits: 3

Individual project.

The project topic shall be chosen from areas of current day interest using latest packages / languages running on appropriate platforms (Except the tools used in software development-I), so that the student can be trained to meet the requirements of the Industry. A project report should be submitted in hard bound complete in all aspects. For internal evaluation, the progress of the student shall be systematically assessed through various stages of evaluation at periodic intervals.

Scheme of Evaluation for Software Development Lab II external is as follows:

Division of Marks (Software Development Lab II)

Project demonstration and Presentation	- 40 marks
Viva related to project	- 20 marks
Project report with proper content and binding	-20 marks
Total Marks	- 80marks

CA6VVT01 –VIVA VOCE (Core)

Credit :1

Scheme of Evaluation of Viva voce (core) for External is as follows:

Each student should attend a course viva voce based on syllabus from semester I to semester IV.

Total Marks – 100 marks

SYLLABUS- B.Sc. Computer Science

SEMESTER I

CS1CRT01 : Computer Fundamentals and Basics of PC Hardware (Complementary)

Theory: 4 hrs. per week

Credits : 4

Unit I:

Introduction to Computers: Generations of Computer (I-V), Classification of Computers: Analog, Digital and Hybrid Computers, Micro, Mini, Mainframe, Super Computers, Servers, Laptop and Block Diagram of a Computer, Functions of the Different Units: Input unit, Output unit, Memory unit, CPU (ALU+CU). Booting Process- POST, BIOS, clock speed, memory speed, memory capacity.

Unit II:

Introduction to Computer Hardware, DC regulated power supply- Block Diagram, Concepts of Switch Mode Power supply, Inverters, UPS and their applications. Basic Components of CPU, Mother Board.

Unit III:

Expansion Slots- ISA, EISA, MCA, VESA, PCI local bus, Processor, Connectors, CMOS memory, SMPS, Serial and Parallel Ports, USB, BIOS chip, Steps for assembling a PC.

Unit IV:

Input Devices: Keyboard, Point and draw devices: mouse, joystick, track ball, light pen, Data Scanning devices: image scanner, OCR, OMR, MICR, Bar code reader, Voice Recognition Device: Microphone, Output Devices: Monitor- CRT displays, Non-CRT displays, TFT: LED, LCD, Plasma. Printer, Impact and non-impact, Character, line and Page Printers.

Unit V:

Memory: Primary Memory, RAM- SRAM, DRAM, ROM, PROM, EPROM, EEPROM, flash memory, Secondary memory: Hard Disk: Structure of a hard disk, how data is stored in a hard disk, concept of tracks, sectors, clusters, cylinders, CD-R, RW, DVD-RW, Blue-ray disk, HVD, PC memory Units: SIMM, DIMM, RIMM.

Book of study:

1. Pradeep Sinha and Priti Sinha - Computer Fundamentals, Fourth Edition- 2007, BPB Publications
2. B. RAM, "Computer Fundamentals: Architecture and Organization", New age international (P) Limited.

Reference:

1. Balagurusamy - Fundamentals of Computer, First Edition- 2009, McGraw-Hill
2. Anita Goel - Computer Fundamentals, First Edition-2010, Pearson.
3. Peter Norton, "Introduction to Computers", McGraw Hill

CS1CRT02 : Methodology Of Programming And C Language (Core)

Theory: 4 hrs. per week

Credits: 3

UNIT 1

Introduction to programming, Classification of computer languages, Language translators (Assembler, Compiler, Interpreter), Linker, Characteristics of a good programming language, Factors for selecting a language, Subprogram, Purpose of program planning, Algorithm, Flowchart, Pseudocode, Control structures (sequence, selection, Iteration), Testing and debugging

UNIT 2

C Character Set, Delimiters, Types of Tokens, C Keywords, Identifiers, Constants, Variables, Rules for defining variables, Data types, C data types, Declaring and initialization of variables, Type modifiers, Type conversion, Operators and Expressions- Properties of operators, Priority of operators, Comma and conditional operator, Arithmetic operators, Relational operators, Assignment operators and expressions, Logical Operators, Bitwise operators

UNIT 3

Input and Output in C – Formatted functions, unformatted functions, commonly used library functions, Decision Statements If, if-else, nested if-else, if-else-if ladder, break, continue, goto, switch, nested switch, switch case and nested if. Loop control- for loops, nested for loops, while loops, do while loop.

UNIT 4

Array, initialization, array terminology, characteristics of an array, one dimensional array and operations, two dimensional arrays and operations. Strings and standard functions, Pointers, Features of Pointer, Pointer and address, Pointer declaration, void wild constant pointers, Arithmetic operations with pointers, pointer and arrays, pointers and two dimensional arrays.

UNIT 5

Basics of a function, function definition, return statement, Types of functions, call by value and reference. Recursion -Types of recursion, Rules for recursive function, direct and indirect recursion, recursion vs iterations, Advantages and disadvantages of recursion. Storage class, Structure and union, Features of structures, Declaration and initialization of structures, array of structures, Pointer to structure, structure and functions, typedef, bitfields , enumerated data types, Union, Dynamic memory allocation, memory models, memory allocation functions.

Book Of Study:

1. Ashok Kamthane - Programming in C, Third Edition, Pearson Education
2. P K Sinha & Priti Sinha - Computer Fundamentals , Fourth Edition, BPB Publications.

Reference :

1. E. Balaguruswamy -Programming in ANSI C ,Seventh Edition , McGraw Hill Education
2. Byron Gotfried - Programming with C, Second Edition, Schaums Outline series. McGraw Hill

CS1CMT01 : Fundamentals of Digital Systems (Complementary)

Theory: 4 hrs. per week

Credits: 4

Unit I: Number Systems, Operations and Codes

Decimal Numbers, Binary Numbers, Decimal to Binary Conversion, Binary Arithmetic,

1's and 2's complement of binary numbers, Signed numbers, Arithmetic operations with signed numbers, Hexadecimal numbers, Binary to hexadecimal conversion, Hexadecimal to binary conversion, Hexadecimal to decimal conversion, Decimal to Hexadecimal conversion, Hexadecimal addition and subtraction, Octal numbers, Octal to decimal conversion, Decimal to Octal conversion, Octal to binary conversion, Binary to Octal conversion, Binary coded decimal, 8421 BCD code, BCD addition, Digital codes- gray code, binary to gray code conversion, Alphanumeric codes, parity codes.

Unit II: Logic Gates, Logic Levels and Waveforms

Logic Levels and Digital waveforms, Logic Gates: AND, OR, NOT, XOR, XNOR, NAND (Definition, Symbols, Truth Tables and Operation). Universal Property of NAND and NOR gates. Logic gate operations with pulse waveforms.

Unit III: Boolean Algebra and Logic Simplifications. Boolean operations and expressions, Laws and rules of Boolean algebra, De-morgans theorems, Boolean analysis of logic circuits, simplification using Boolean algebra, standard forms of Boolean expression, Boolean expressions and truth tables. The Karnaugh Map, Karnaugh SOP minimization, Karnaugh POS minimization, Five variable Karnaugh maps.

Unit IV: Combinational Logic and its functions.

Basic combinational Logic circuits, Implementing combinational logic, combinational logic using NAND and NOR gates, Basic overview of logic functions, Basic adders, parallel binary adders, comparators, decoders, encoders, code converters, multiplexers, demultiplexers, parity generators/ checkers.

Unit V: Sequential Circuits.

Latches, RS flip flop using NAND/ NOR gates, Clocked RS, D, JK and T flip flops, Edge triggered flip flops, Master slave flip flops, Asynchronous counter operation, Synchronous counter operations, Up/ Down Synchronous counter, Design of synchronous counters. Basic shift register functions. Serial in- Parallel out shift registers, Parallel in -Serial out shift registers, Serial in- Serial out shift registers, Parallelin Parallel out shift registers.

Book of Study:

1. Floyd and Jain- Digital Fundamentals, Eighth Edition, Pearson Education

Reference:

1.A P Malvino and D P Leach - Digital Principles and Applications, Fourth edition, Tata McGraw Hill Publishers, co Ltd.

CS1CRP01 : Software Lab - I

Software Lab: 4 hrs. per week

Credits:2

Syllabus

1. Programs to familiarize printf() and scanf() functions.
2. Programs Based on Decision statements , break, goto, continue, switch and Loop controls statements.
3. Programs Based on One dimensional and two dimensional arrays.
4. Programs on Strings and string handling functions.
5. Programs based on Pointers, operations on pointers, Arrays & Pointers,
6. Programs based on functions, Call by value, Call by reference, Recursion,
7. Programs based on structure and union, array of structures, Pointer to structure, structure and functions
8. Simple programs using pointers and malloc().

Scheme of Evaluation for software lab I external is as follows:

Division of Marks (Practical - 3 hours External)

First program from part 1& 2	- 25 marks
1.Flowchart	- 5 marks
2.Logic	- 10 marks

3.Successful compilation – 5 marks

4.Result – 5 marks

Second program should be based on advanced concepts ,part 3 to part 8 - **35 marks**

1.Logic – 20 marks

2.Successful compilation – 10 marks

3. Result – 5 marks)

Viva Voce - **10 marks**

Lab Record (minimum of 25 Programs) - **10 marks**

Total Marks - 80 marks

B.Sc. Computer Science - SEMESTER II

CS2CRT03 : Data Communication(Complementary)

Theory: 4 hrs. per week

Credits: 3

Unit I: Data and Signals

Analog and Digital Data, Analog and Digital Signals, Periodic and Nonperiodic, Periodic Analog signals, Time and Frequency Domains, Composite Signals, Bandwidth, Digital Signals, Bit Rate, Digital Signal as a Composite Analog Signal, Transmission of Digital and Analog Signals, Transmission Impairment, Attenuation, Distortion, Noise, Data rate limits, Noiseless channel: Nyquist bit rate, Noisy Channel: Shannon Capacity, Simplified Communication & Data Communication models. Data Flow-Simplex, Half Duplex, Full Duplex.

Unit II : Transmission Media

Guided media, Twisted-pair cable – UTP, STP, Connectors Coaxial Cable, Connectors Fiber-Optic Cable Propagation Modes, Unguided Media - Wireless Transmission - Terrestrial

Microwave, Satellite Microwave, Radio Waves. Infrared.

Unit III: Digital Transmission

Analog to Digital Conversion : Block Diagram of Digital Communication System. Parallel and serial ports Pulse Code Modulation(PCM), Sampling, Sampling Rate, Quantization, Delta modulation, Adaptive Delta Modulation, Transmission modes, Parallel Transmission, Serial Transmission, Asynchronous Transmission, Synchronous Transmission.

Unit IV: Analog Transmission

Digital to Analog Conversation, Modulation of Digital Data, Bit Rate, Baud Rate, Carrier signal, ASK, FSK, PSK, QAM. Analog to Analog modulation, Amplitude Modulation, Frequency Modulation, and Phase Modulation. Bandwidth Utilization : Multiplexing and Spectrum Spreading : Multiplexing, FDM, WDM, TDM, Synchronous TDM, Digital Signal Services, Statistical TDM, Spread Spectrum, FHSS, DSSS.

Unit V: Switching

Circuit-Switched Networks, Three Phases, Packet Switching, Datagram Networks, Virtual-Circuit networks, Three Phases, Connection Oriented and Connectionless Services.

Telephone Network :Major Components, Local Loops, Trunks, Switching Offices, Dial-Up service, Digital Subscriber Line, Cable Networks, Traditional Cable Networks, HFC Network, Cable TV for data transfer.

Book of Study:

1. Behrouz A.Forouzan - Data Communications and Networking, Fifth Edition, TATA McGraw Hill Education.

References:

1. William Stallings- Data and Computer communications,Eighth Edition, Pearson.
2. Willaim L.Sechwebar- Data Communications, First Edition, Tata McGraw Hill Publishing Co Ltd .

CS2CRT04: Computer Organization and Architecture (Core)

Theory: 4 hrs. per week

Credits: 4

Unit 1:Basic computer organization and design:

Operational concepts, Instruction codes, Computer Registers, Computer Instructions, Memory locations and addresses, Instruction cycle, Timing and control, Bus organization.

Unit 2: Central Processing Unit:

General Register Organization, Stack Organization, Addressing modes, Instruction Classification, Program control.

Unit 3: Memory Organization:

Memory Hierarchy, Main Memory, Organization of RAM, SRAM, DRAM, Read Only Memory-ROM-PROM,EROM,EEPROM, Auxiliary memory, Cache memory, Virtual Memory, Memory mapping Techniques.

Unit 4: Parallel Computer Structures:

Introduction to parallel processing, Pipeline computers, Multi processing systems, Architectural classification scheme-SISD, SIMD, MISD, MIMD.

Unit 5: Pipelining and Vector processing: Introduction to pipelining, Instruction and Arithmetic pipelines (design) Vector processing, Array Processors.

Book of study :

- 1.M.Morris Mano-Computer Systems Architecture, Third Edition, Pearson Education
- 2.Kai Hwang and F A Briggs-Computer Architecture and parallel processing, McGraw Hills,1990

Reference

- 1.Carl Hamacher -Computer Organization, Fifth Edition, Tata McGraw Hill.
2. John P Hayes -Computer Architecture & Organization–Mc Graw Hill
3. William Stallings-Computer Organization and Architecture , Seventh Edition, Pearson

Education

CS2CRT05 : Object Oriented Programming using C++

Theory: 4 hrs. per week

Credits: 3

Unit I:Principles of Object Oriented Programming, Beginning with C++

Procedure Oriented Programming-Object Oriented Programming-Basic concepts of object-oriented programming- Benefits of OOP- Applications of OOP-A simple C++program-Structure of C++ program-C++ data types- Symbolic constants- Reference by variables-Operators in C++- Operator precedence-Control structures- Function in C++ - The main function, Function prototyping- Call by reference- Return by reference- Inline function- Default arguments- Function overloading.

Unit II: Classes and Objects

Specifying a class- Defining member functions- Nesting of member functions -Private member functions - Arrays within a class - Memory allocation for objects-Static data members -Static member functions - Arrays of objects - objects as function arguments -Friendly functions- Returning Objects.

Unit III: Constructors and Destructors, Overloading

Constructors- Default constructor-Parameterized constructor-Copy constructor- Multiple constructors- Constructors with default arguments- Dynamic constructor-Destructors- Operator overloading- Unary and Binary operator overloading- Overloading using friends- Rules for overloading- Type conversion.

Unit IV: Inheritance

Inheritance- Defining derived classes-Visibility modes-Single, Multilevel, Multiple, Hierarchical and Hybrid inheritance- Virtual base classes- Abstract classes- Constructors in derived classes- Nesting of classes.

Unit V: Pointers, Virtual Functions and Polymorphism, Working with Files

Pointers- Pointers to objects- this pointer-Pointers to derived classes- Virtual functions- Pure virtual functions- File Stream classes, Opening and closing a file- File opening modes- File pointers and their manipulations- Sequential input and output operations.

Book of Study:

1.E. Balagurusamy - Object Oriented Programming with C++, Fifth edition, Tata McGraw Education Hill , 2011.

Reference:

- 1.Ashok N. Kamthane, Object oriented Programming with ANSI & Turbo C++, First Edition, Pearson India
- 2.Robert Lafore, Object Oriented Programming in Turbo C++, First Edition, Galgotia Publications.
- 3.D Ravichandran, Programming with C++, Second edition, Tata McGraw- Hill.

CS2CRP02 : Software Lab - II

1. Programs based on default arguments, function overloading.
2. Programs based on array of objects, friend functions, passing objects as arguments to function.
3. Programs based on operator overloading (binary, unary) using member functions and friend functions.
4. Programs based on constructors, different types of constructors.
5. Programs based on inheritance, different types of inheritance.

B.Sc.Computer Science- SEMESTER III

CS3CRT06 : Database Management Systems (Core)

Unit I: Introduction

Characteristics of the Database Approach – Database users :DBA , Database Designers ,End users – Advantages of using the DBMS Approach – Data models, Schemas , and Instances – Three-Schema Architecture and Data Independence.

DBMS Languages: DDL, DML – The Database System Environment: DBMS Component Modules.

Unit II: Relational Model

Entity Relationship Modeling: Introduction –Entity Types , Entity Sets , Attributes and Keys – Relationship Types ,Relationship Sets, Roles , and Structural Constraints – Weak Entity Types – Notation for ER diagrams – Sample ER diagrams.

Relational Model concepts: Domains ,Attributes , Tuples , and Relations – Characteristics of Relations – Relational Model Constraints and Relational Database Schemas : Domain Constraints, Key Constraints , Relational Database Schemas , Entity Integrity , Referential Integrity, and Foreign Keys .

Unit III: SQL

Data Types – Data Definition commands : CREATE , ALTER ,DROP - Adding constraints in SQL – Basic SQL Queries : INSERT ,SELECT ,DELETE ,UPDATE - Substring comparison using LIKE operator ,BETWEEN operator – Ordering of rows – SQL set operations :UNION , EXCEPT , INTERSECT – Complex Queries : Comparison involving NULL and Three-valued logic ,Nested queries , EXISTS and UNIQUE functions, Renaming of attributes and Joining of tables, Aggregate functions ,Grouping – Managing Views.

Unit: Normalization and Indexing Structures for Files

Normalization: Informal Design Guidelines for Relational Schemas –Functional Dependencies – Normal forms : First Normal Form , Second Normal Form , Third Normal Form – General Definitions of Second and Third Normal Forms –Boyce-Codd Normal Form.

Indexing Structures for files: -Types of Single-Level Ordered Indexes: Primary Indexes, Clustering Indexes, and Secondary Indexes.

Unit V: Transaction Processing and Database Security

Transaction Processing: Introduction to Transaction Processing - Transaction and System Concepts – Desirable properties of Transactions.

Database Security and Authorization: Types of Security – Control measures – Database Security and DBA – Access Control , User Accounts, and Database Audits –Access Control based on Granting and Revoking Privileges.

Books of study:

1.Ramez Elmasri and Shamkant B.Bavathe - DATABASE SYSTEMS , Sixth Edition, Pearson Education.

References:

1. C.J Date- An Introduction to Database Systems, Eighth edition, Pearson Education,2003
2. Reghu Ramakrishnan and Johannes Gehrke- Database Management Systems , Third edition, Mc Graw Hill International Edition.
3. Dipin Desai , An Introduction to Database Systems , First Edition, Galgoria Publications .

CS3CRT07 : System Analysis And Design

Unit1

Information systems concepts, Business information systems; Describing the business organization – organization chart , organization function list ; information system levels - operational, lower, middle, top management; the system development life cycle concepts;hardware and software end products. Life cycle activities- life cycle flow chart, task,

management review, baseline specifications, role of system analyst.

Unit II

Basic tool of system analysis: identification codes – definition, need for codes, code plan, code dictionary, common type of codes, forms design – basic parts of form, style and types of form, principles of form design .Tools for structure analysis and design: Types of basic charts, decision tables, decision trees,

structured English, data flow diagram, data dictionary, system flow charts, flow charting symbols, information oriented flow charts, process oriented flow charts, HIPO charts.

Unit III

Study phase: Study phase activities, information service request, initial investigation, fact finding techniques, fact analysis techniques, steps in feasibility analysis, study phase report.

Unit IV

Design phase: Design phase activities, structure design, input design- input data, input media and devices, output design, design phase report.

Unit V

Development phase: Development phase activities, bottom up and top down computer program development, training- programmer, operator, user trainings ; conversion; change over plan; steps in computer program development; structured programming; development phase report.

Unit VI

Operation phase: Operation phase activities; change over crisis; change over activities; routine operations; security; performance evaluation.

Book of study :

1. Marvin Gore & John Stubbe- Elements Of System Analysis, Galgotia Book Source.

References:

1. Elias M Awad - System Analysis And Design , Second Edition, Galgotia Publications.
2. Richard Fairley - Software Engineering Concepts , Tata McGraw Publication, 2001.

CS3CRT08 : Networking Fundamentals (Complementary)

Unit I

Network: Definition-Models-LAN, WAN, MAN, Network Criteria, Type of connections-point-to-point, multipoint. Topology-Categories-Mesh, Star, Bus, Ring. Internet-History, service providers. Protocol and standards

Connecting Devices: Hubs, Repeaters, Bridges, Switches, Gateways. Connecting remote LANS

Unit II

Reference Models : OSI Reference model, TCP/IP Reference model, Addressing. Data Link Layer: Error Detection and Correction, Block Coding-Linear Block Codes, Cyclic Codes, Cyclic Redundancy Check-Advantages, Checksum-One's Complement

Unit III

Framing- Flow Control, Error Control, Noisy and Noiseless Channels. Network Layer: Logical Addressing, IPV4 Address-Address Space Notation, Network Address Translation.IPV6 address-structure, address space, advantages, tunnelling, Address mapping.

Unit IV

Routing and Forwarding: Forwarding techniques, Routing table, Distance vector routing, multicast routing, and routing protocols. User Datagram Protocol-ports, user datagram, uses, TCP-features, segment, connection.

Unit V

Congestion Control- Open loop and Closed loop, Quality of Service. Application Layer -Domain Name Space, Distribution, TELNET, FTP, SMTP, URL, Cookies, HTTP-Definition, Proxy Sever

Book of study:

1. Behrouz A Forouzan - Data communication and Networking , Fourth Edition, McGraw Hill

References:

1. Andrew S Tanenbaum - Computer Networks, Fourth Edition, Prentice Hall.
2. .William Stallings- Data and Computer Communications , Eighth Edition, Prentice Hall
3. Fred Halsall, Lingana Gauda Kulkarni - Computer Networking & Internet, Fifth Edition, Addison-Wesley .

CS3CRT09 Data Structures using C++ (Core)

Unit I

Concept of Structured data - Data structure definition, Different types and classification of data structures, Arrays – Memory allocation and implementation of arrays in memory, array operations, Applications - sparse matrix representation and operations, polynomials representation and addition, Concept of search and sort – linear search, binary search, selection sort, insertion sort, quick sort.

Unit II

Stacks – Concepts, organization and operations on stacks using arrays (static), examples, Applications - Conversion of infix to postfix and infix to prefix, postfix evaluation, subprogram calls and execution, Multiple stacks representation.

Queues - Concepts, organization and operations on queues, examples.

Circular queue – limitations of linear queue, organization and operations on circular queue. Double ended queue, Priority queue.

Unit III

Linked list: Concept of dynamic data structures, linked list, types of linked list, linked list using pointers, insertion and deletion examples, circular linked list, doubly linked lists

Applications- linked stacks and queues, memory management basic concepts, garbage collection.

Unit IV

Trees - Concept of recursion, trees, tree terminology, binary trees, representation of binary trees, strictly binary trees, complete binary tree, extended binary trees, creation and operations on binary tree, binary search trees, Creation of binary search tree, tree traversing methods – examples, binary tree representation of expressions.

Unit V

File - Definition, Operations on file (sequential), File organizations - sequential, Indexed sequential, random files, linked organization, inverted files, cellular partitioning, hashing – hash tables, hashing functions, collisions, collision resolving methods.

Books of study :

- 1.G.S Baluja - Data Structures Through C++ (A Practical Approach), Second Edition-2004, Danapat Rai & Co.
2. Ellis Horowitz and Sartaj Sahni - Fundamentals of Data Structures in C++ , Second Edition, Galgotia Publications.

References:

- 1.Seymour Lipschutz, Theory and Problems of Data Structures, Schaums Outline Series,2006, McGraw Hill
- 2.Yedidyah Lanngsam, Moshe Augustein, Aaron M Tenenbaum- Data structures using C and C++ , Second Edition, Prentice Hall

CS3CRP03 : Software Lab – III

(There will be two questions; the first from DBMS and second from Data structures.)

I. SQL Commands (2 hrs. per week)

1. Data definition commands - CREATE, ALTER, DROP, Adding Constraints Primary key, foreign key, unique key, check, not null.
2. Basic SQL queries INSERT, SELECT, DELETE, UPDATE, Using multiple tables, ordering of rows using ORDER BY option, Set operations using UNION, EXCEPT, INTERSECT, Substring Comparison using LIKE operator, BETWEEN operator.
3. Complex Queries Nested Queries, EXISTS and UNIQUE/DISTINCT functions, NULL values, Renaming of attributes and Joining of tables, Aggregate functions and grouping.
4. Managing views, Simple stored procedures.
5. Data Control commands - Access Control and Privilege commands

II. Data Structures using C++. (3 hours per week)

Section I

Array – Insertion , Deletion, Polynomial addition using arrays

Sort – Selection, Insertion, Quick

Search – Linear search, Binary search

Sparse matrix – Sparse form representation, transpose and addition using the sparse form

Section II

Stack - Implementation using arrays (linear stack)

Queue – Implementation using arrays (linear queue)

Section III

Singly linked list – Implementation using dynamic memory allocation techniques, arrange the list based on the ascending or descending order of the information field, concatenate two linked lists, interchange any two nodes in a list.

Section IV

Creation of binary search trees, Insertion and deletion of nodes.

B.Sc.Computer Science- SEMESTER IV

CS4CRT10: Linux Administration (Core)

Unit-I

Overview of Linux : What is Linux, Linux's root in Unix, Common Linux Features, advantage of Linux, Overview of Unix and Linux architectures, Linux files system, hardware requirements for Linux, Linux standard directories. Commands for files and directories cd, ls, cp, rm, mkdir, rmdir, pwd, file, more, less, Creating and viewing files using cat, file comparisons.

Unit II

Essential Linux commands: Processes in Linux, process fundamentals, connecting processes with pipes, redirecting input/output, Background processing, managing multiple processes, process scheduling – (at, batch), nohup command, kill, ps, who, find, sort, touch, file, file processing commands - wc, cut, paste etc Mathematical commands - expr, factor etc. Creating and editing files with vi editor.

Unit III

Shell programming - Basics of shell programming, various types of shell available in Linux, comparisons between various shells, shell programming in bash. Conditional and looping statements, casestatement, parameter passing and arguments, Shell variables, system shell variables, shell keywords, Creating Shell programs for automating system tasks

Unit-IV

System administration- Common administrative tasks, identifying administrative files configuration and log files, Role of system administrator, Managing user accounts-adding & deleting users, changing permissions and ownerships, Creating and managing groups, modifying group attributes, Temporary disabling of users accounts, creating and mounting file system, checking and monitoring system performance - file security & Permissions, becoming super user using su. Getting system information with uname, host name, disk partitions & sizes, users, kernel, installing and removing packages with rpm command.

Unit-V:

Simple filter commands: pr, head, tail, cut, sort, uniq, tr - Filter using regular expression grep, egrep, sed
Understanding various Servers :DHCP, DNS, Squid, Apache, Telnet, FTP,Samba.

Book of study :

1. Cristopher Negus - Red Hat Linux Bible, Wiley Dreamtech India 2005 edition.
2. Yeswant Kanethkar - UNIX Shell Programming, First edition, BPB.

References :

1. Official Red Hat Linux Users guide by Redhat, Wiley Dreamtech India
2. Graham Glass & King Ables - UNIX for programmers and users, Third Edition, Pearson Education.
4. Neil Mathew & Richard Stones - Beginning Linux Programming, Fourth edition, Wiley Dreamtech India.

CS4CRT11: Microprocessors and Assembly Language Programming (Complementary)

Unit I

Microprocessor architecture and its operations – microprocessor initiated operations and 8085 bus organization, internal data operations, 8085 registers, externally initiated operations. Memory – memory map, memory and instructions, peripheral mapped I/O. 8085 Microprocessor and its architecture.

Unit II

8086 Internal architecture. Basic 8086 microcomputer system – system overview, 8086 bus, Read machine cycle, Write machine cycle. Assembly language programming – program development steps, 8086 instructions – data transfer instructions, arithmetic instructions, bit manipulation instructions, string instructions, program execution, Constructing the machine codes for 8086 instructions. Implementing standard program in 8086 - unconditional jump instructions, condition flags, conditional jump instructions, If-then, If-then else, and multiple if-then-else, while-do , repeat-until , loop instructions, instruction timing and delay loops.

Unit III

Strings, Procedures and Macros – 8086 string instructions, writing and using procedures, CALL and RET instructions, stack, using PUSH and POP to save register contents, passing parameters, reentrant and recursive procedures, writing and using macros.

Unit IV

8086 interrupts – program examples, interrupt Types, 8254 software – programmable TIMER/ COUNTER – basic 8253 and 8254 operations, 8255A, 8259A Priority interrupt controller. Direct Memory Access data transfer – circuit connections and operations of the Intel 8257 DMA controller, DMA transfer timing diagram.

Unit V

Intel 80286 microprocessor – architecture, signals and system connections, Real address mode operation, protected mode operation. Intel 80386 32-bit microprocessor – architecture, pins and signals. Introduction to 80486 microprocessor. Introduction to RISC machines.

Book of study:

1. A.Nagoor Kani - Microprocessor 8086 programming & interfacing, Second edition, Tata McGraw Hill Education.
2. Microprocessors and Interfacing , Programming and Hardware, Douglas V- Hall. TataMcGraw-Hill, 1990.

References:

1. Barry B.Brey - Architecture, Programming and Interfacing ,Eighth Edition, Prentice – Hall India.
2. The Intel Microprocessors 8086 / 8088 , 80186 / 80188 , 80286 , 80386 , 80486 , Pentium, and Pentium Pro processor

CS4CRT12 : Computer Aided Optimization Techniques (core)

Unit I

OR: Introduction, origin and development, nature and features, scientific methods, modelling, advantages and limitations of models, solution methods for models, methodology, OR and decision making, applications, opportunities and shortcomings.

Linear Programming Problem: Introduction, Mathematical formulation of LPP, Graphical solution method and exceptional cases, General LPP, Canonical and Standard forms of LPP.

Unit II

Linear Programming Problem: Simplex method - Introduction, Properties, Computational Procedure of simplex method, Artificial variables, Two-Phase method, Big-M method.

Duality in Linear Programming: Introduction, General Primal-Dual pair, Formulating Dual problem, Dual Simplex Method.

Unit III

Transportation Problem: Introduction, LP formulation, Existence of solution, Transportation Table, Loops, Solution – Initial Basic Feasible Solution (North West Corner method, Least Cost method and VAM) and Optimal Solution (MODI method and Stepping Stone method), Tran-shipment problems.

Assignment Problems: Introduction, Mathematical formulation, Solution – using Hungarian method, Special cases, Traveling Salesman problem.

Unit IV

Sequencing Problem: Introduction, Problem of Sequencing, Basic Terms, Processing n jobs through 2 machines, Processing n jobs through k machines, Processing 2 jobs through k machines and Maintenance Crew Scheduling.

Unit V

Network Routing Problems: Introduction, Network Flow Problems, Minimal Spanning Tree problem, Shortest Route problem, Maximal Flow problems – Augmenting path and Maxflow-Mincut methods.

Network Scheduling: Introduction, Basic Components, Logical Sequencing, Rules, Concurrent Activities, Critical Path Analysis – CPM, Probability Considerations and PERT method, Distinction between PERT and CPM, Applications, Advantages and Limitations.

Book of study:

1. Kanti Swarup, P.K. Gupta, Man Mohan, Operations Research, 16th edition , Sultan Chand & Sons.

References:

1. Hamdy A. Taha, Operations Research: An Introduction, 9th edition, Pearson
2. Prem Kumar Gupta and D.S. Hira, Problems in Operations Research, Sultan Chand & Sons.
3. K. V Mital and C. Mohan, Optimization Methods in Operations Research and System Analysis, Third edition, New Age International.

CS4CRT13 : Web Programming Using PHP(Core)

Unit I

Introduction to web, WWW architecture, Fundamentals of HTML, text formatting tags, marquee, inserting images, links, lists, creating tables, frames, working with form elements.

Unit II

CSS introduction, <link> and <style> elements, CSS properties, Controlling Fonts, Text formatting, Text-pseudo classes, Selectors, Links, Backgrounds, lists

Introduction to Java Script, Java Script variables, operators, decision control statements, looping, functions, arrays, events, popup boxes-alert, prompt, conform box, built-in objects, writing JavaScript, form validation

Unit III

Introduction to PHP, server side scripting, role of web server software, php comments, variables, echo and print, PHP operators, data types, branching statements, loops, arrays

Unit IV

PHP functions, PHP form, Passing information between pages, \$_GET, \$_POST, \$_REQUEST. String functions, include and require, session and cookie management, error handling in PHP, Object Oriented Programming using PHP

Unit V

Introduction to MySQL, data types, SQL commands-CREATE, UPDATE, INSERT, DELETE, SELECT, PHP functions for MySQL connectivity and operation- mysql_connect, mysql_select_db, mysql_query, mysql_fetch_row, mysql_fetch_array, mysql_result, mysql_list_fields, mysql_num_fields, insertion, updation and deletion of data using PHP, displaying data from MySQL in webpage.

Book of Study:

1. Dave W Mercer, Allan Kent, Steven D Nowicki, David Mercer, Dan Squier, Wankyu Choi- "Beginning PHP5", Wiley Publishing, Inc
2. Ivan Bayross -"HTML, DHTML, JavaScript, Pearl & CGI ", , BPB Publication

Reference Books:

1. Rasmus Lerdorf and Kevin Tatore, "Programming PHP", Shroff Publishers & Distributors Pvt. Ltd
2. Dave W Mercer, Allan Kent, Steven D Nowicki, David Mercer, Dan Squier, Wankyu Choi, "Beginning PHP" Wiley Publishing, Inc

CS4CRP04 : Assembly Language Programming Lab (Complementary)

(Five programs from each section and 12 hrs per section.)

1. Simple Arithmetic Calculations
2. Conditional Statements
3. Control Statements
4. Loop and Arrays
5. Character Strings
6. Subroutines and Stack Operations

Scheme of Evaluation for lab external is as follows:

Division of Marks (Practical - 3 hours External)

First program - questions from 1 to 3 - 25 marks

(Logic – 12 marks, Successful compilation – 8 marks, Result – 5 marks)

**Second program should be based on advanced concepts – questions from 4 to 6
- 35 marks**

(Logic – 20 marks, Successful compilation – 10 marks, Result – 5 marks)

Viva Voce - 10 marks

Lab Record (minimum of 20 Programs) - 10 marks

Total 80 marks

CS4CRP05 : Software Lab - IV

Section 1 : Module I,II,III

- Creating simple webpages using HTML tags and CSS.
- Simple validation programs using Java Script.
- PHP including Loops, decision statements and arrays

Section 2 : Module IV,V

- PHP programs using session.
- PHP programs using Data base connectivity

Division of Marks (Practical - 3 hours External)

First program - questions from Modules 1 to 3	- 25 marks
Second program should be based on advanced concepts – questions from modules 4 to 6	- 35 marks
Viva Voce	- 10 marks
Lab Record (minimum of 20 Programs)	- 10 marks
Total	80marks

B.Sc. Computer Science - SEMESTER V

CS5CRT14 : System Software and Operating Systems (Core)

Unit I

System software- General concepts, Language processing concepts, Fundamentals of Language processing, Fundamentals of language specification - Programming Language Grammar, Classification of grammar. Assemblers: Elements of assembly language programming – assembly language statements, Design specification of an assembler. Macros: Definition- Call- Expansion.

Unit II

Scanning & Parsing : Finite State Automata. Parsing - Parse trees ,topdown parsing,bottom up parsing. Compilers - Phases of compiler- Aspects of compilations- code optimization. Linkers and Loaders - Relocation and linking concepts- Design of linker-Type of loaders.

Unit III

Operating System: OS Definition, Functions, OS as a resource manager, types of OS Evolution of OS, Operating System Services. Process:Basic Concepts, Process Scheduling, Operations on Processes, Inter process communication, CPU Scheduling - Scheduling Criteria, Scheduling Algorithms.

Unit IV

Process Synchronization -The Critical Section problem,Semaphores. Dead Locks : System Model, Dead Lock Characterization, Methods of Handling Dead Locks, Dead Lock Prevention, Dead Lock Avoidance, Dead Lock Detection, Recovery from Dead Lock.

Unit V

Memory Management:Memory Management Strategies -Swapping, Contiguous memory allocation, Paging, Segmentation, Page Replacement.File System :- File Concept, Access Methods, Allocation Methods.

Book of study:

1. D M Dhamdhare - System programming and operating Systems , Tata McGraw Hill
2. Abraham Silberschatz, Peter Galvin and Greg Gagne - Operating System Principles, Seventh Edition, John Wiley

Reference :

1. John J Donovan - System Programming, First edition, Tata McGraw Hill 2009.
2. William Stallings - Operating Systems, Sixth edition, Prentice Hall of India 2010.

CS5CRT15 : IT & Environment (Core)

Unit 1 : (18 hrs.)

Multidisciplinary nature of environmental studies : Definition, scope and importance, Need for public awareness. (2 hrs)

Natural Resources: Renewable and non-renewable resources: Natural resources and associated problems. a) **Forest resources**: Use and over-exploitation, deforestation, case studies. Timber extraction, mining, dams and their effects on forest and tribal people. b) **Water resources**: Use and over-utilization of surface and ground water, floods, drought, conflicts over water, dams-benefits and problems. c) **Mineral resources**: Use and exploitation, environmental effects of extracting and using mineral resources, case studies. d) **Food resources**: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies. e) **Energy resources**: Growing energy needs, renewable and non renewable energy sources, use of alternate energy sources, Case studies. f) **Land resources**: Land as a resource, land degradation, man induced landslides, soil erosion and desertification. Role of individual in conservation of natural resources. Equitable use of resources for sustainable life styles. (10hrs)

Ecosystems : Concept of an ecosystem, Structure and function of an ecosystem, Producers, consumers and decomposers, Energy flow in the ecosystem, Ecological succession, Food chains, food webs and ecological pyramids., Introduction, types, characteristic features, structure and function of the given ecosystem:- Forest ecosystem

(6 hrs)

Unit 2: (26 hrs)

Biodiversity and its conservation: Introduction, Biogeographical classification of India, Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values., India as a mega-diversity nation, Hot-spots of biodiversity, Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts, Endangered and endemic species of India

(8 hrs)

Environmental Pollution :Definition, Causes, effects and control measures of: - Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear hazards, Solid waste Management: Causes, effects and control measures of urban and industrial wastes., Role of an individual in prevention of pollution, Pollution case studies, Disaster management: floods, earthquake, cyclone and landslides. (8 hrs)

Social Issues and the Environment :Urban problems related to energy, Water conservation, rain water harvesting, watershed management, Resettlement and rehabilitation of people: its problems and concerns, Case studies, Environmental ethics: Issues and possible solutions, Climate change, global warming, acid rain, ozone layer depletion , nuclear accidents and holocaust, Case studies, Consumerism and waste products, Environment Protection Act , Air (Prevention and Control of Pollution) Act, Water

(Prevention and control of Pollution) Act, Wildlife Protection Act, Forest Conservation Act, Issues involved in enforcement of environmental legislation, Public awareness. (10hrs)

Unit 3: (10 hrs.)

Internet as a knowledge repository, academic search techniques, creating cyber presence. Academic websites, open access initiatives, opens access publishing models, Introduction to use of IT in teaching and learning -Educational software, Academic services–INFLIBNET, NPTEL, NICNET, BRNET . (10hrs)

Unit 4: (10 hrs.)

IT & Society- issues and concerns- digital divide, IT & development, the free software movement , IT industry: new opportunities and new threats, software piracy, cyber ethics, cyber crime, cyber threats, cyber security, privacy issues, cyber laws, cyber addictions, information overload, health issues- guide lines for proper usage of computers, internet and mobile phones. e-wastes and green computing, impact of IT on language & culture-localization issues- Unicode- IT and regional languages, Green Computing Concept. (10hrs)

Unit 5: (8 hrs.)

Human Rights– An Introduction to Human Rights, Meaning, concept and development, Three Generations of Human Rights (Civil and Political Rights; Economic, Social and Cultural Rights).

Human Rights and United Nations – contributions, main human rights related organs - UNESCO, UNICEF, WHO, ILO, Declarations for women and children, Universal Declaration of Human Rights. **Human Rights in India** – Fundamental rights and Indian Constitution, Rights for children and women, Scheduled Castes, Scheduled Tribes, Other Backward Castes and Minorities

Environment and Human Rights - Right to Clean Environment and Public Safety: Issues of Industrial Pollution, Prevention, Rehabilitation and Safety Aspect of New Technologies such as Chemical and Nuclear Technologies, Issues of Waste Disposal, Protection of Environment **Conservation of natural resources and human rights:** Reports, Case studies and policy formulation. Conservation issues of western ghats- mention Gadgil committee report, Kasthuriengan report. Over exploitation of ground water resources, marine fisheries, sand mining etc. (8 Hrs)

Internal: Field study

- Visit to a local area to document environmental grassland/ hill /mountain
- Visit a local polluted site – Urban/Rural/Industrial/Agricultural Study of common plants, insects, birds etc
- Study of simple ecosystem-pond, river, hill slopes, etc

References:

- 1 .“Technology in Action” Alan Evans, Kendall Martin, Mary Anne Poatsy, Pearson
2. Bharucha Erach, Text Book of Environmental Studies for undergraduate Courses. University Press, IInd Edition 2013 (TB)
- 3 .Clark.R.S., Marine Pollution, Clanderson Press Oxford (Ref)
4. Cunningham, W.P.Cooper, T.H.Gorhani, E & Hepworth, M.T.2001 Environmental Encyclopedia, Jaico Publ. House. Mumbai. 1196p .(Ref)
5. Dc A.K.Enviornmental Chemistry, Wiley Eastern Ltd.(Ref)
- 6 .Down to Earth, Centre for Science and Environment (Ref)
7. Heywood, V.H & Watson, R.T. 1995. Global Biodiversity Assessment, Cambridge University Press 1140pb (Ref)
8. Jadhav.H & Bhosale.V.M. 1995. Environmental Protection and Laws. Himalaya Pub. House, Delhi 284p (Ref)
9. Mekinney, M.L & Schock.R.M. 1996 Environmental Science Systems & Solutions. Web enhanced edition 639p (Ref)
- 10 .Miller T.G. Jr., Environmental Science, Wadsworth Publishing Co. (TB)
- 11 .Odum.E.P 1971. Fundamentals of Ecology. W.B. Saunders Co. USA 574p (Ref)
12. Rao.M.N & Datta.A.K. 1987 Waste Water treatment Oxford & IBII Publication Co.Pvt.Ltd.345p (Ref)
13. Rajagopalan. R, Environmental Studies from crisis and cure, Oxford University Press, Published: 2016 (TB)
14. Sharma B.K., 2001. Environmental Chemistry. Geol Publ. House, Meerut (Ref)
15. Townsend C., Harper J, and Michael Begon, Essentials of Ecology, Blackwell Science (Ref)
16. Trivedi R.K., Handbook of Environmental Laws, Rules Guidelines, Compliances and Stadards, Vol I and II, Enviro Media (Ref)
17. Trivedi R. K. and P.K. Goel, Introduction to air pollution, Techno-Science Publication (Ref)
18. Wanger K.D., 1998 Environmental Management. W.B. Saunders Co. Philadelphia, USA 499p (Ref)
- 19.M-Magazine, R-Reference TB- Text Book

CS5CRT16 : Java Programming using Linux (Core)

Unit I

Concepts of Object oriented programming, Benefits of OOP, Features of Java. Java environment, Java tokens, Constant, variables, data types, operators, Control Statements-branching statements, looping statements, jump statements, labeled loops.

Unit II

Defining a Class, Fields declaration, Method declaration, Creating object, Accessing class members, method overloading, Constructors, constructor overloading, super keyword, static Members, Inheritance, overriding methods, dynamic method dispatch, final(variables, methods and classes), abstract methods and classes, interfaces, visibility control.

UNIT III

Arrays- One dimensional arrays, declaration, creation, initialization of arrays, two dimensional arrays, String class. Packages: - Java API packages overview (lang, util, io, awt, swing, applet), user defined packages-creating packages, using packages

Exception Handling Techniques-try-catch-throw-throws-finally -Multi-threading- creation of multi-threaded program-Thread class-Runnable interface, Thread life cycle.

UNIT IV

Event Handling-Delegation Event Model-Event Classes-Sources of Events-Event Listeners- Event classes-Swing- architecture, components of swing- JLabel, JButton, JCheckBox, JRadioButton, JList, JComboBox, JTextField, JText Area, JPanel, JFrame, Layout Managers(Flow Layout, Grid Layout, Card Layout, Border Layout, Box Layout, Null Layout).

UNIT V

Applet Fundamentals -applet tag, applet life cycle, passing parameters to applets. Working with graphics - Line, Rectangle, Oval, Arc, color setting. JDBC architecture- JDBC connection, JDBC statement object, JDBC drivers.

Book of study :

1. E. Balagurusamy- Programming with Java , Third Edition, McGraw Hill Companies.
2. K. Somasundaram - PROGRAMMING IN JAVA2, First Edition, Jaico Publishing House.

Reference:

1. Patrick Naughton - Java2 The Complete Reference, Seventh Edition:
2. Cay S Horstmann & Gary Cornell - Core Java Volume 1- Fundamentals, Eighth edition.
3. Java 6 Programming Black Book 2007 Edition, Dreamtech press.

CS5CRT17 : Computer Security (Core)

Unit I

Introduction-Principles of Security- Need for Security- Threats- Attacks

Unit II

Cryptography :Cipher Methods: Caesar cipher -One time pad – Mono alphabetic Cipher -Play fair cipher- Poly alphabetic cipher -Vigenère – Cipher, Transposition ciphers – Cryptographic Algorithms: Symmetric & Asymmetric- Cryptographic tools: PKI- Digital Signatures-Stenography

Unit III

System Security :

Intrusion Detection and Prevention Systems, Why IDPS? Types of IDPS,Password Management, Countermeasures

Unit IV

Network Security:Electronic Mail Security, Pretty Good Privacy, S/MIME, IP Security Overview, IP Security Architecture, Authentication Header, Encapsulating Security Payload.

Unit V

Web Security: Web Security considerations- Secure Socket Layer -Transport layer Security-Secure electronic transaction. Firewalls-Packet filters- Application Level Gateway-Circuit Level Gateway.

Book of Study:

1. Michael E. Whitman, Herbert J. Mattord, “Principles of Information Security” Fourth Edition

2. William Stallings, “Cryptography and Network Security – Principles and Practices”, Fourth Edition, 2006, Pearson Education.

Reference :

1. Behrouz A. Forouzan, Dedeep Mukhopadhyay “Cryptography & Network Security”, Second Edition, Tata McGraw Hill, New Delhi, 2010.

2. Atul Kahate, “Cryptography and Network Security”, Second Edition, Tata McGraw Hill

OPEN COURSE

CS5OPT01 Informatics and Cyber Ethics

Unit I

The Internet, TCP/IP, IP Addressing, Client Server Communication, Intra-net, WWW, Web Browser and Web Server, Hyper links, URLs, Electronic mail.

Unit II

Internet as a knowledge repository, academic search techniques, creating cyber presence. Academic websites, open access initiatives, open access publishing models, Introduction to use of IT in teaching and learning -Educational software, Academic services–INFLIBNET, NPTEL, NICNET, BRNET.

Unit III

Introduction to purchase of technology, License, Guarantee, Warranty, Basic concepts of IPR, copyrights and patents, plagiarism. IT & development, the free software movement

Unit IV

Cyber space, information overload, cyber ethics, cyber addictions, cybercrimes– categories

–person, property, Government–types-stalking, harassment, threats, security & privacy issues.

Unit V

Cyber Addiction, Information Overload, Health Issues, e-Waste and Green computing impact of IT on language & culture-localization issues- Unicode- IT and regional languages e-Governance in India, IT for National Integration, Role of IT.

Book of Study:

1. Alan Evans, Kendall Martin, Mary Anne Poatsy -“Technology in Action”, Pearson

References:

1. Dinesh Maidasani “Learning Computer Fundamentals, MS Office and Internet & Web Technology”, Firewall Media, Lakshmi Publications.
2. V Rajaraman - “Introduction to Information Technology”, Prentice- Hall of India.
3. Barkhs and U. Rama Mohan - HTML Black Book 3. “Cyber Law Crimes”, Asia Law House, New Edition
4. Peter Nortons- Introduction to Computers, Sixth Edition, Published by Tata McGraw Hill

CS5OPT02 – Computer Fundamentals, Internet & MS Office

Unit I

Computer Fundamentals: History, Generations, Classifications, Operating Systems, Types of Networks

Unit II

The Internet, TCP/IP, IP Addressing, Client Server Communication, Intra-net, WWW, Web Browser and Web Server, Hyper-links, URLs, Electronic Email

Unit III

Word processing: Introduction, Microsoft Word, Basic Menus, Formatting the text & paragraph, Working with Index

Unit IV

Spread Sheet: Introduction, Microsoft Excel, Basic Menus, Formulas, Basic functions, Charts and Graphs.

Unit V

MicrosoftPower Point: Introduction, Basic Menus, Template, Slide Basics, Charts, Adding Multimedia & Animation.

Book of Study:

1. “Learning Computer Fundamentals, MS Office and Internet & Web Technology”, Dinesh Maidasani, Firewall Media, Lakshmi Publications.

References:

1. Harley Hahn - “Internet Complete Reference”, , Second Edition, Tata McGraw Hill Education
2. Gary B. Shelly, Misty E. Vermaat - “Microsoft Office 2010: Advanced” , CENGAGE Learning 2010

CS5CRP06 : Software Development Lab - I

Part I. Java Programs: using class and read inputs from keyboard , Method Overloading- Method Overriding- inheritance- JDBC connection -Exception Handling

Part II Mini Project using Java

Scheme of Evaluation for software Development lab I external is as follows:

Division of Marks (Practical - 3 hours External)

First program - part I - 20 marks

(Logic – 10 marks, Successful compilation – 6 marks, Result – 4 marks)

Lab Record (minimum of 10 Programs) - 5 marks

Project demonstration and Presentation - 30 marks

Viva Voce - 15 marks

Project Report - 10 marks

B.Sc.Computer Science - SEMESTER VI

CS6CRT18 : Computer Graphics (Core)

Unit 1 : (12 hrs.)

Introduction: A survey of Computer Graphics, overview of graphics systems-Video display devices-Refresh CRT, Raster-Scan and Random-Scan Displays ,Color CRT Monitors, DVST, Flat-Panel Displays , Raster Scan systems, Random scan systems, Input devices, Hard copy devices, Graphics software.

Unit 2: (14 hrs.)

Output primitives: Line drawing algorithms: DDA algorithm, Bresenham's line algorithm, Circle generating algorithm- Midpoint circle algorithm, Character generation.

Unit 3: (18 hrs.)

2D geometric Transformations: Basic transformations: Translation, Rotation, Scaling; Other transformations-Reflection and shear, Matrix representation and homogenous coordinates, Composite transformation, Interactive picture construction Techniques.

Two-dimensional viewing: viewing pipeline, window and viewport, window to viewport transformation. Clipping operations- Point clipping, Line clipping:- Cohen Sutherland line clipping, Polygon clipping:- Sutherland- Hodgeman polygon clipping, Text Clipping.

Unit 4: (14 hrs.)

Three-dimensional concepts: Three dimensional display methods, Three dimensional object representations- Polygon surfaces, Sweep representations, Constructive solid geometry methods, octrees and quadtrees.

Unit 5 (14 Hrs)

Computer Animation: Design of animation sequences, raster animations, computer animation languages, key-frame systems, morphing, motion specifications.

Book of study :

1.Donald D.Hearn & M. Pauline Baker, Computer Graphics C Version, Second Edition,, PHI Pvt. Ltd.

References:

- 1.Newman W M & R F Sproul, Principles of Interactive Computer Graphics, Second Edition McGraw Hill Publishers.
- 2.Plastock R & Xiang Z, Theory and problems of computer Graphics, Second Edition Schaum Series, McGraw Hill Publishers.

CS6CRT19 : Big Data Analytics

Unit I: Introduction to Big Data

Introduction to BigData Platform – Challenges of Conventional Systems - Intelligent data analysis – Nature of Data - Analytic Processes and Tools - Analysis vs Reporting - Modern Data Analytic Tools - Statistical Concepts: Sampling Distributions - Re-Sampling - Statistical Inference - Prediction Error.

Unit II: Mining Data Streams

Introduction To Streams Concepts – Stream Data Model and Architecture - Stream Computing - Sampling Data in a Stream – Filtering Streams – Counting Distinct Elements in a Stream – Estimating Moments – Counting Oneness in a Window – Decaying Window - Real time Analytics Platform(RTAP) Applications - Case Studies - Real Time Sentiment Analysis, Stock Market Predictions.

Unit III : Hadoop

History of Hadoop- The Hadoop Distributed File System – Components of Hadoop-Analyzing the Data with Hadoop- Scaling Out- Hadoop Streaming- Design of HDFS-Java interfaces to HDFS- Basics- Developing a Map Reduce Application-How Map Reduce Works-Anatomy of a Map Reduce Job run-Failures-Job Scheduling-Shuffle and Sort – Task execution - Map Reduce Types and Formats- Map Reduce Features.

Unit IV : Hadoop Environment

Setting up a Hadoop Cluster - Cluster specification - Cluster Setup and Installation - Hadoop Configuration- Security in Hadoop - Administering Hadoop – HDFS - Monitoring-Maintenance-Hadoop benchmarks-Hadoop in the cloud

Unit V : Frameworks

Applications on Big Data Using Pig and Hive – Data processing operators in Pig – Hive services – HiveQL – Querying Data in Hive - fundamentals of HBase and ZooKeeper - IBM InfoSphere BigInsights and Streams. Visualizations - Visual data analysis techniques, interaction techniques; Systems and applications

Book of Study:

1. Michael Berthold, David J. Hand, “Intelligent Data Analysis”, Springer, 2007.
2. Tom White “ Hadoop: The Definitive Guide” Third Edition, O’reilly Media, 2012.
3. Chris Eaton, Dirk DeRoos, Tom Deutsch, George Lapis, Paul Zikopoulos, “Understanding Big Data: Analytics for Enterprise Class Hadoop and Streaming Data”, McGrawHill Publishing, 2012

References:

1. Anand Rajaraman and Jeffrey David Ullman, “Mining of Massive Datasets”, Cambridge University Press, 2012.
2. Bill Franks, “Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics”, John Wiley & sons, 2012.
3. Glenn J. Myatt, “Making Sense of Data”, John Wiley & Sons, 2007
4. Pete Warden, “Big Data Glossary”, O’Reilly, 2011.

Elective Papers

CS6PET01: Python and LateX

Module I - Introduction to Python

The Python Programming Language , Variables , Basic expressions and statements , Arithmetic Operators , Data types - Type conversion , Numbers, Floats , String operations

Module II - Control Flow and Data Structures

Logical operators , if , If-Else , While loop , For loop , List value, length, operation and deletion , Dictionary operation & methods , Tuples

Module III – Functions

Basic inbuilt functions , User defined functions , Function Calls , Parametrized function calls , Function returns , Recursive functions , Scope concepts - local, global

Module IV - Files and user I/O

User input , Reading files , Writing to files , Directories , Interactive programming , Pickling , Exceptions

Module V - Basic LaTeX

What is LaTeX , Structure -Layout - Margin, Header/Footer , Sectioning , Bullets and Numbering , Images

Book of Study:

1. Downey, A. et al., "How to think like a Computer Scientist: Learning with Python", John Wiley, 2015
2. Stefan Kottwitz "LaTeX: Beginner's Guide"Packt Publishing, 2011

References:

- 1.Swaroop C H, "Byte of Python", CreateSpace Independent Publishing Platform, 2015
2. Zed Shaw, "Learn Python the Hard Way",Addison-Wesley, 2014
- 3.WikiBooks - <https://en.wikibooks.org/wiki/LaTeX/>
4. F. Mittelbach and M Goossens with Braams, Carlisle, and Rowley, "The LaTeX Companion", Addison-Wesley Second edition

CS6PET02: Digital Image Processing

Module I: Digital Image Fundamentals

Definition of an image, different types of images, digital image processing-definition, advantages, applications. Basic steps in DIP, elements of visual perception, pixel relationship.

Module II: Image Enhancement In Spatial Domain

Basics, histogram manipulation. Spatial filtering: smoothing linear filters, order- statistics filter- median filter and mean filter; sharpening filters-the Laplacian.

Module III: Image Enhancement In Frequency Domain

Fourier transform and frequency domain, basis of filtering in frequency domain. Smoothing filters-Ideal, Butterworth, Gaussian low pass filter; Sharpening filters- Ideal, Butterworth, Gaussian high pass filters.

Module IV: Morphological Image Processing

Introduction, basis of set theory, Dilation, Erosion, Structuring elements, Opening and Closing, Top hat and bottom hat transformation.

Module V: Image Segmentation Point, line, edge detection-detection of isolated points, basic edge detection; Pixel based approach-Basics of intensity thresholding, Basic global thresholding; region based segmentation-region growing, region splitting and merging.

Book of Study :

1. Rafael C. Gonzalez, Richard E. Woods, Digital Image Processing, Third Edition
2. S. Jayaraman, S. Esakkirajan, T. Veerakumar , Digital Image Processing

References :

1. Anil K Jain, Fundamentals of Digital Image Processing , Pearson Education 2003

CS6PET03 : Cloud Computing

Unit 1: (14 hrs.)

Introduction: Cloud Computing at a Glance, Historical Developments, Building Cloud Computing Environments, Computing Platforms and Technologies, Principles of Parallel and Distributed Computing: Eras of Computing, Parallel vs. Distributed Computing, Elements of Parallel Computing, Elements of Distributed Computing.

Unit 2: (14 hrs.)

Virtualization: Introduction, Virtualization and Cloud Computing, Pros and Cons of Virtualization, Technology Examples.

Unit 3: (14 hrs.)

Cloud Computing Architecture :Introduction, Cloud Reference Model, Types of Clouds, Economics of the Cloud, Open Challenges.

Unit 4: (16 hrs.)

Aneka: Cloud Application Platform: Framework Overview, Anatomy of the Aneka Container, Building Aneka Clouds, Cloud Programming and Management, Data Intensive Computing: Map-Reduce Programming - What is Data-Intensive Computing?, Technologies for Data-Intensive Computing, Aneka MapReduce Programming.

Unit 5: (16 hrs.)

Cloud Platforms in Industry: Amazon Web Services, Google AppEngine, Microsoft Azure, Cloud Applications: Scientific Applications, Business and Consumer Applications.

Book of Study:

1. Rajkumar Buyya, Christian Vecchiola, S ThamaraiSelvi- Mastering Cloud Computing, Tata McGraw Hill Publications.

References:

- 1.Kumar Saurabha, “Cloud Computing “ Wiley Publication Krutz ,Vines “Cloud Security”.
Wiley Publication.
2. A Srinivasan & J. Suresh “ Cloud Computing : A Practical Approach for learning and Implementation “ , First edition ,Pearson

CS6SMP07 : Seminar

Each student can choose a latest topic of current day interest in the areas of Computer Science /Information Technology and present a seminar presentation using appropriate presentation media. A seminar presentation report in bound form in the pattern of a complete technical report (with contents page, well structured presentation, references etc.) should be submitted. There will not be any external

evaluation for the Software lab VI and Seminar Presentation

Scheme of Evaluation of Seminar Presentation (core) (INTERNAL) is as follows:

Division of Marks

Seminar Presentation Internal (100 marks)

Presentation	- 40 marks
Questions and Answers	- 30 marks
Documentation	10 marks
Seminar report with proper Content and Binding	- 20 marks
Total Marks	-100 marks

CA6CRP08 : Software Development Lab II (Main Project) (Core)

Software development lab: 7 hrs. per week

Individual project.

The project topic shall be chosen from areas of current day interest using latest packages / languages running on appropriate platforms (Except the tools used in software development-I), so that the student can be trained to meet the requirements of the Industry. A project report should be submitted in hard bound complete in all aspects. For internal evaluation, the progress of the student shall be systematically assessed through various stages of evaluation at periodic intervals.

Scheme of Evaluation for Software Development Lab II external is as follows:

Division of Marks (Software Development Lab II)

Project demonstration and Presentation	- 40 marks
Viva related to project	- 20 marks
Project report with proper content and binding	-20 marks
Total Marks	- 80marks

CS6VVT01 –VIVA VOCE (Core)

Credit :1

Scheme of Evaluation of Viva voce (core) for External is as follows:

Each student should attend a course viva voce based on syllabus from semester I to semester IV.

Total Marks – 100 marks